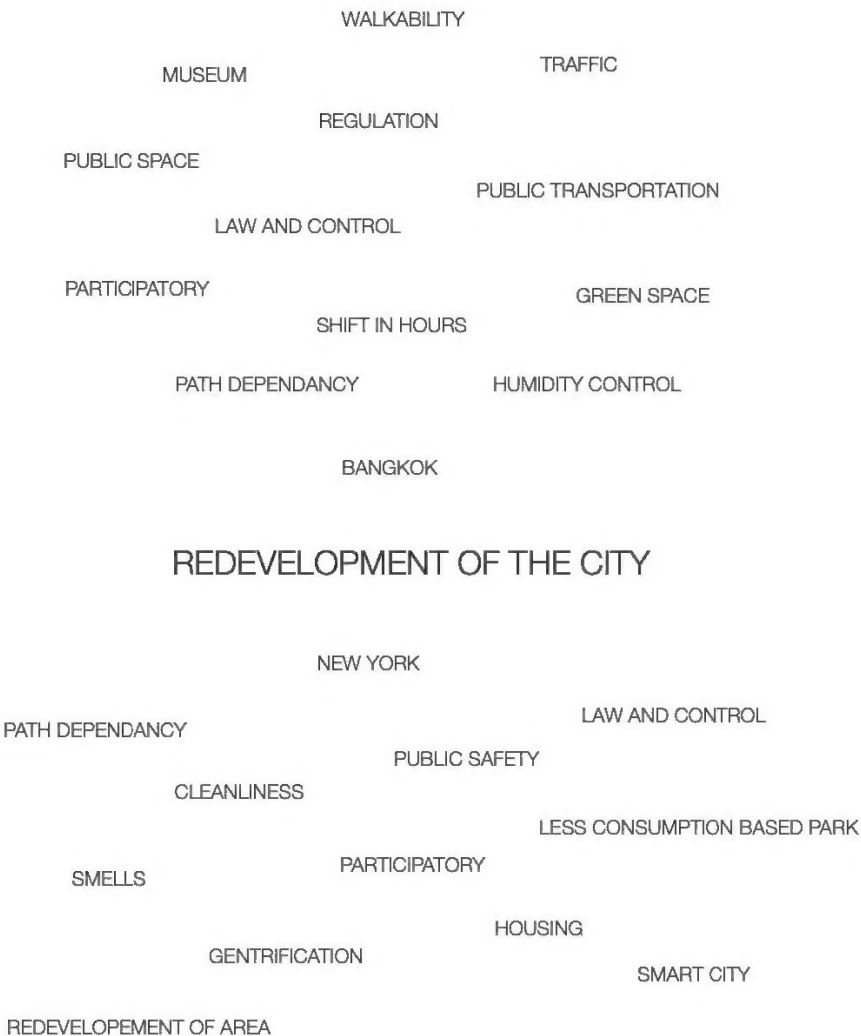
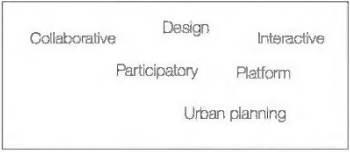


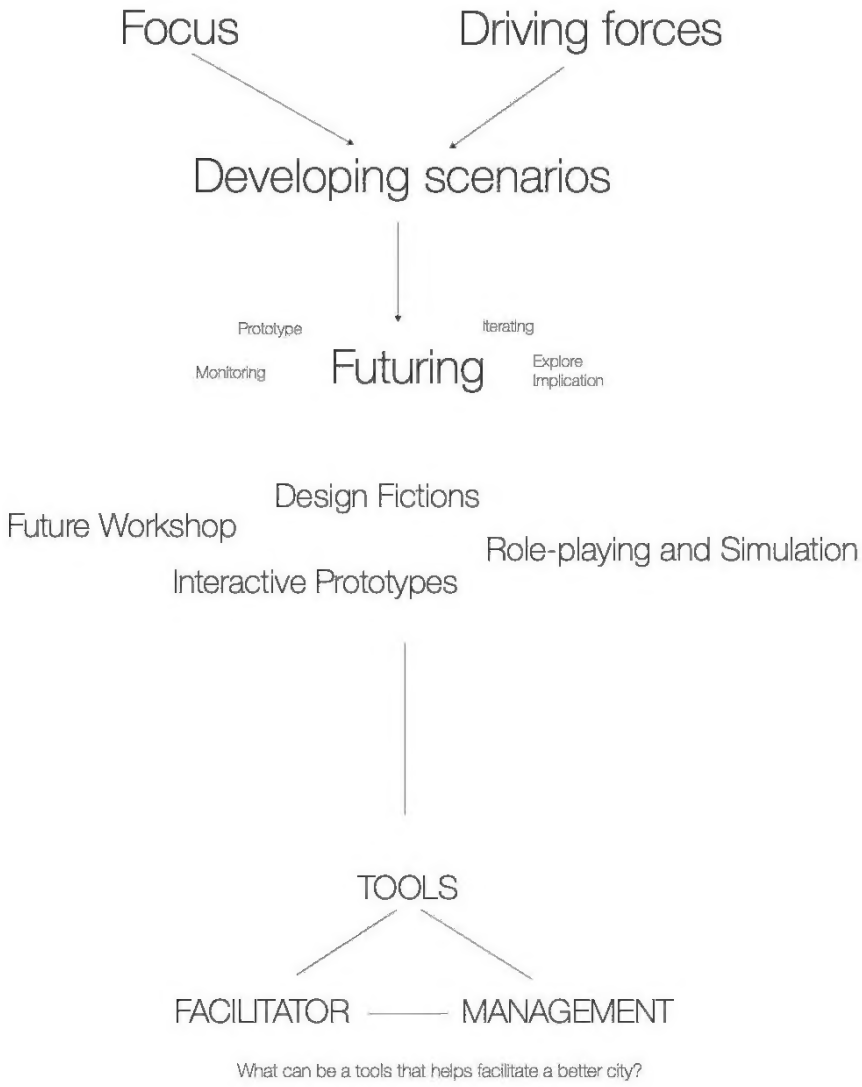
THESIS PROCESS BOOK

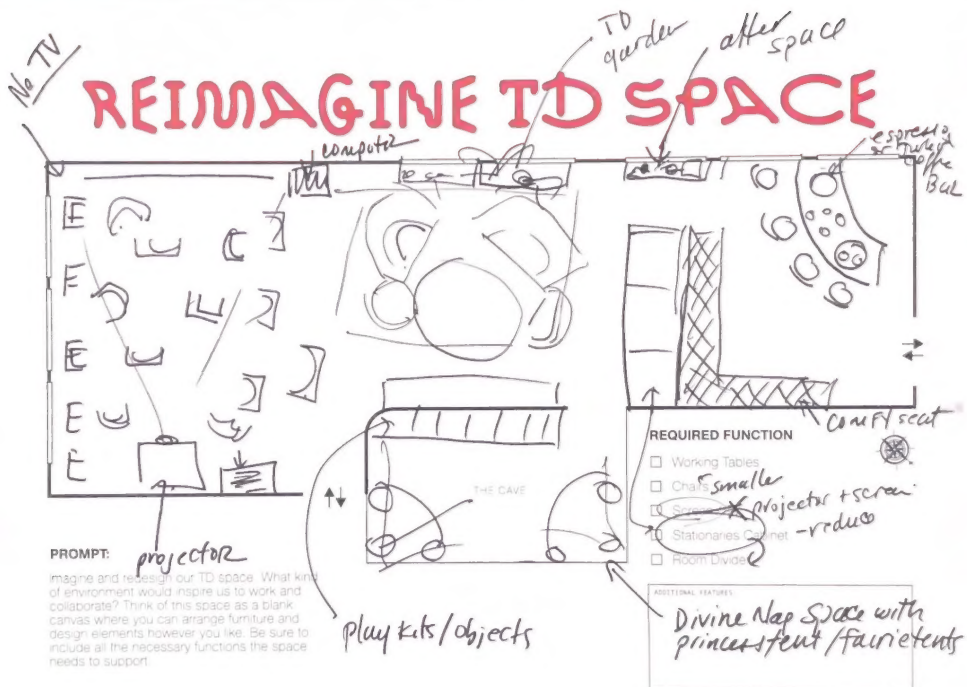
Win Bulbon



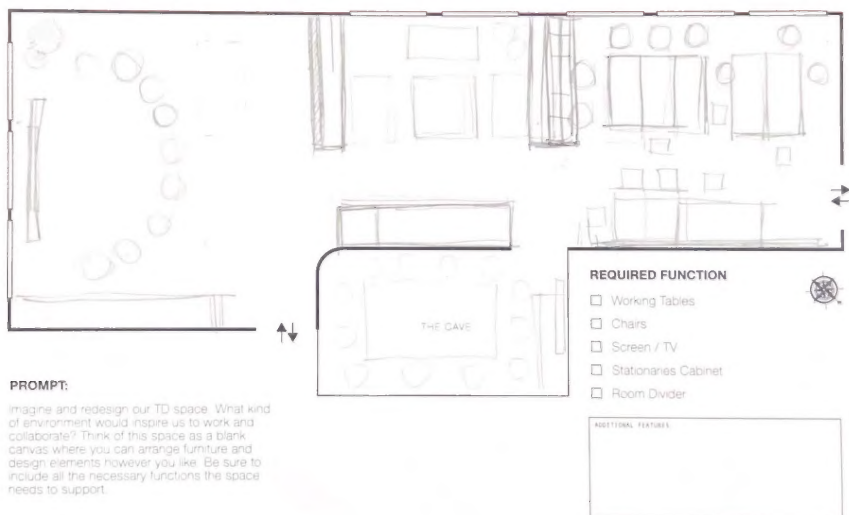


"Urban planner don't
build city, but rather design
a tools that change city for better"
-Alexandros Washburn

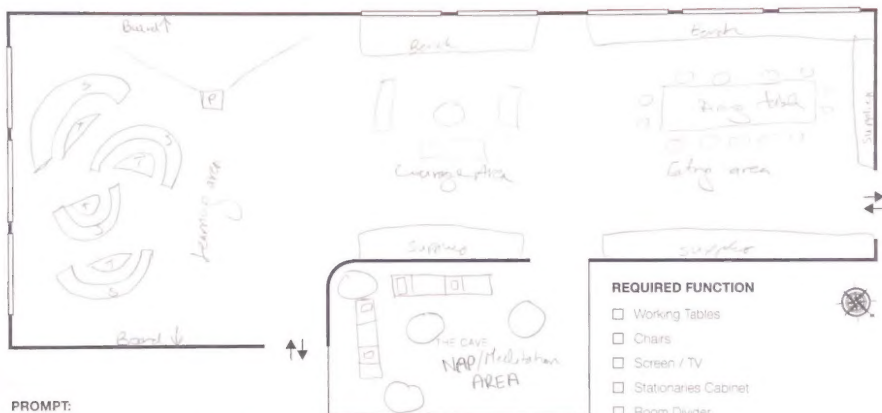




REIMAGINE TD SPACE



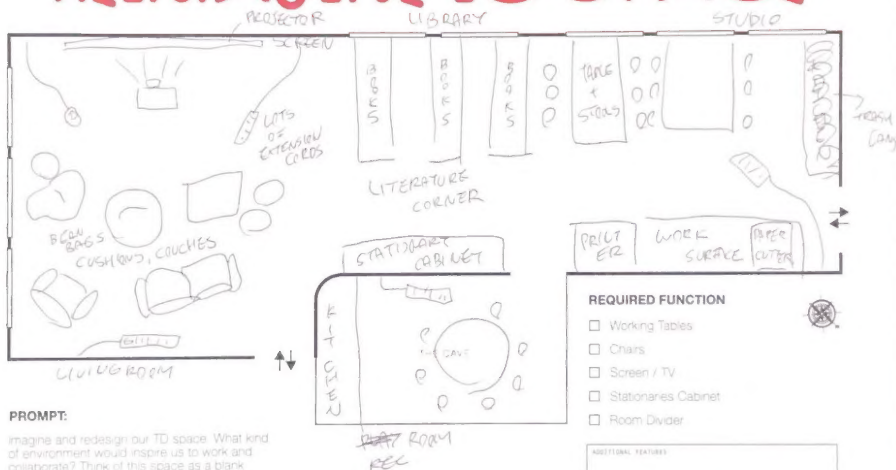
REIMAGINE TD SPACE



PROMPT:

Imagine and redesign our TD space. What kind of environment would inspire us to work and collaborate? Think of this space as a blank canvas where you can arrange furniture and design elements however you like. Be sure to include all the necessary functions the space needs to support.

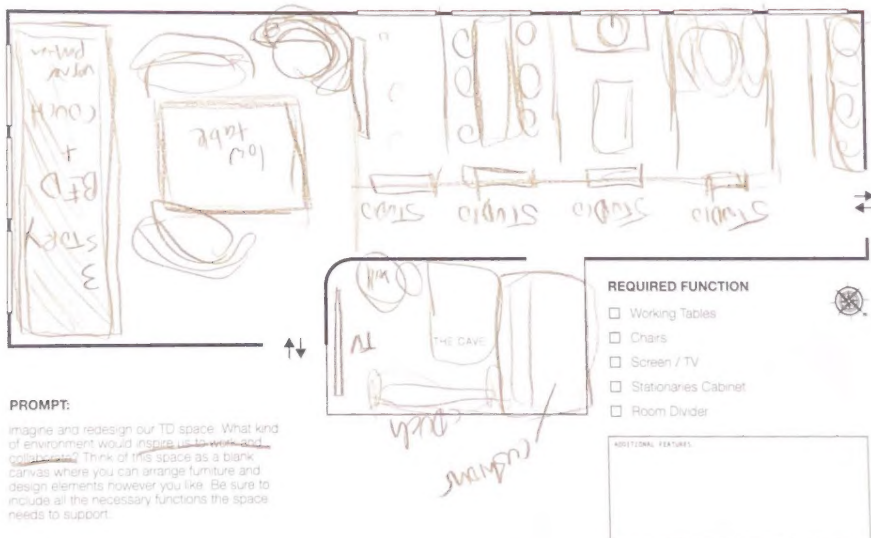
REIMAGINE TD SPACE



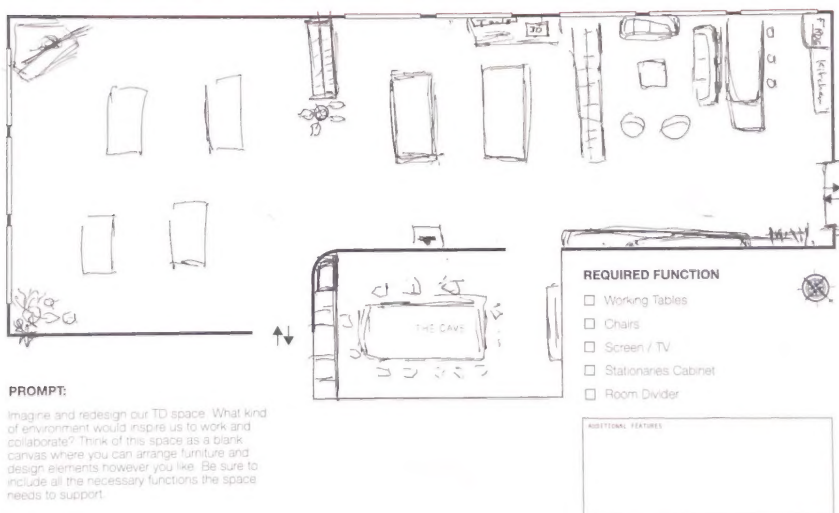
PROMPT:

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REIMAGINE TD SPACE



REIMAGINE TD SPACE



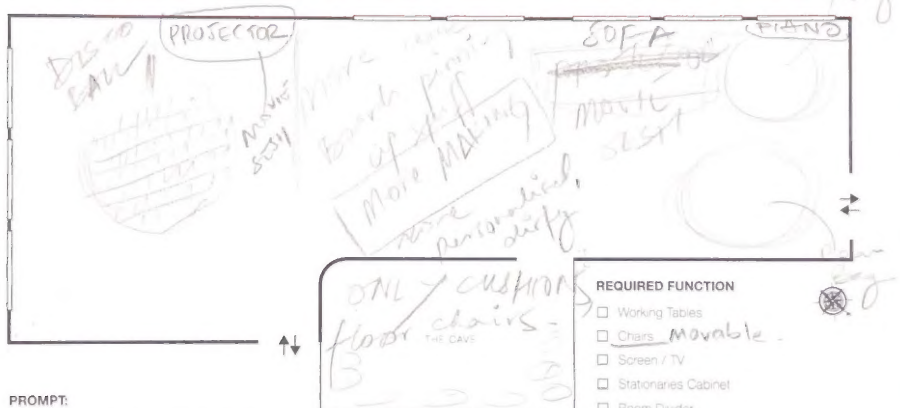
REIMAGINE TD SPACE



PROMPT:

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REIMAGINE TD SPACE

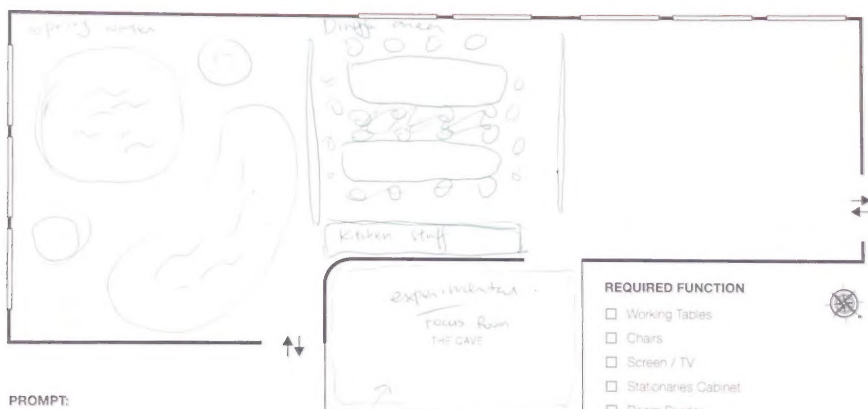


PROMPT:

Imagine and redesign our TD space. What kind of environment would inspire us to work and collaborate? Think of this space as a blank canvas where you can arrange furniture and design elements however you like. Be sure to include all the necessary functions the space needs to support.

more colours,
beam bag

REIMAGINE TD SPACE



PROMPT:

Imagine and redesign our TD space. What kind of environment would inspire us to work and collaborate? Think of this space as a blank canvas where you can arrange furniture and design elements however you like. Be sure to include all the necessary functions the space needs to support.

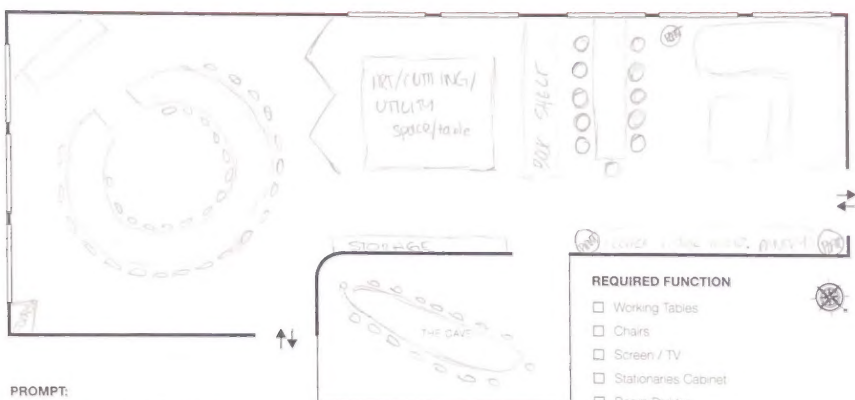
sound-proof space
Smart lighting system that
include multiple modes { all light
all dark
warm light etc.

REQUIRED FUNCTION

- ☐ Working Tables
- ☐ Chairs
- ☐ Screen / TV
- ☐ Stationaries Cabinet
- ☐ Room Divider

ADDITIONAL FEATURES

REIMAGINE TD SPACE



PROMPT:

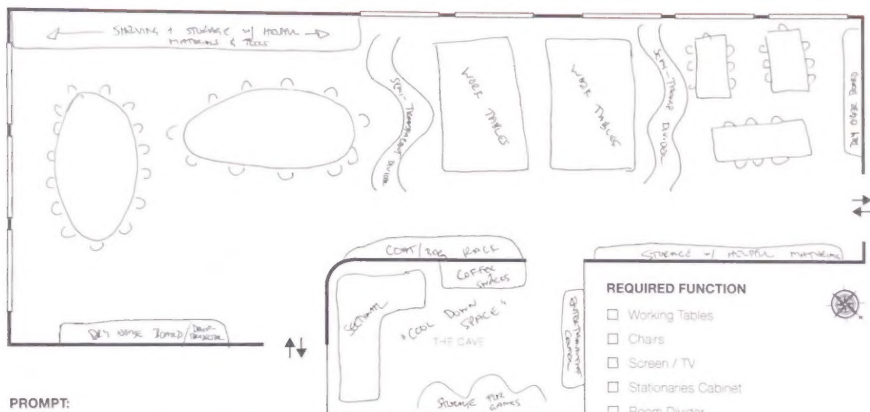
Imagine and redesign our TD space. What kind of environment would inspire us to work and collaborate? Think of this space as a blank canvas where you can arrange furniture and design elements however you like. Be sure to include all the necessary functions the space needs to support.

REQUIRED FUNCTION

- ☐ Working Tables
- ☐ Chairs
- ☐ Screen / TV
- ☐ Stationaries Cabinet
- ☐ Room Divider

ADDITIONAL FEATURES

REIMAGINE TD SPACE



PROMPT:

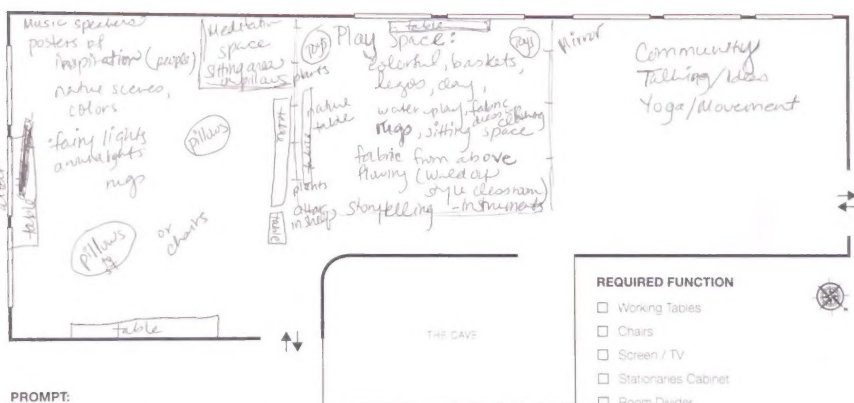
REQUIRED FUNCTION

- ☐ Working Tables
- ☐ Chairs
- ☐ Screen / TV
- ☐ Stationaries Cabinet
- ☐ Room Divider

ADDITIONAL FEATURES

Zö

REIMAGINE TD SPACE



PROMPT:

- turn shelves where shelves are exposed

REQUIRED FUNCTION

- ☐ Working Tables
- ☐ Chairs
- ☐ Screen / TV
- ☐ Stationaries Cabinet
- ☐ Room Divider

ADDITIONAL FEATURES



50TH ANNIVERSARY EDITION

THE
DEATH
AND LIFE
OF GREAT
AMERICAN
CITIES



JANE JACOBS

With a new Introduction by Jason Epstein

The Death and Life of Great American Cities (1961) by Jane Jacobs is a groundbreaking critique of modern urban planning and a defense of vibrant, diverse city neighborhoods. Here's a summary of its key ideas:

- 1 ****Opposition to Modernist Planning**** Jacobs criticizes the prevailing urban planning practices of the time, which favored large-scale projects, wide roads, and separation of land uses (residential, commercial, industrial). She argues that these approaches destroy the social fabric of cities and create isolated, lifeless spaces.
- 2 ****Importance of Mixed Uses**** Jacobs emphasizes the importance of mixed-use development, where residential, commercial, and other activities coexist within the same area. This creates continuous street life, which fosters a safer and more lively urban environment.
- 3 ****"Eyes on the Street"***** A key concept in the book is the idea that natural surveillance—people going about their daily activities, observing the streets—makes neighborhoods safer. Streets should be active throughout the day and night, with a variety of people using them, ensuring that they are constantly monitored.
- 4 ****Small Blocks and Street Networks**** Jacobs argues that cities need small blocks to encourage foot traffic, frequent intersections, and pedestrian connectivity. Short blocks allow people to move freely through a city, increasing the chances for social interaction and economic activity.
- 5 ****Diversity in Buildings and Populations**** Jacobs believes cities should have a mixture of old and new buildings to accommodate different types of businesses, residents, and activities. This fosters economic diversity and creativity, helping both small businesses and startups thrive.
- 6 ****Neighborhoods and Community Vitality**** Vibrant neighborhoods with active public spaces foster a strong sense of community. Jacobs promotes the idea that successful cities grow organically through a bottom-up approach, with citizens playing a key role in shaping their environment.
- 7 ****Criticism of "Slum Clearance" and "Urban Renewal"***** Jacobs was deeply critical of large-scale urban renewal projects, which often involved demolishing old neighborhoods and replacing them with massive housing projects or highways. She argued that this destroyed communities and displaced residents, often worsening the problems they sought to solve.

In essence, ***The Death and Life of Great American Cities*** argues for a human-centered, organic approach to urban planning, emphasizing diversity, density, and the importance of everyday people and their interactions in shaping vibrant urban spaces.

Livin' in a Car's World

by Lia Schifitto

How have cars shaped our shared social geographies?



We often refer to cars like there isn't a human behind the wheel. Yet, when we are pedestrians or cyclists on the road, we tend to see drivers as the enemy, rarely shifting blame onto the much larger and more powerful systems behind the danger of motorist-privileged landscapes.

The topic of automotive landscapes is deeply rooted in urban planning and public health discourse, but within this conversation are layers of cultural and political nuance that we participate in, knowingly and unknowingly. From crosswalks to sidewalks, to parking garages and city parks, what **spatial clues** can we observe in understanding the value municipalities place on motor vehicles over community wellbeing? How do larger systems of inequality reproduce this pattern and how can we pay better attention to how we move through the world?

<https://syllabusproject.org/livin-in-a-cars-world/>



Alexandros Washburn



Bangkok Footpath Situation



Business Improvement District (Meatpacking)

Street Design Policy

New York City DOT

Street Design Policy

Planning and designing streets in accordance with the goals and principles of this section will contribute to a consistent level of quality and functionality for New York City's streets. Along with a project's planning framework, the goals and principles should be used to resolve conflicting priorities for limited street space.

Percent of New York City Land Area by Use
Streets make up over 25% of the city's land area. (Source: PlaNYC Sustainable Stormwater Management Plan, 2008)

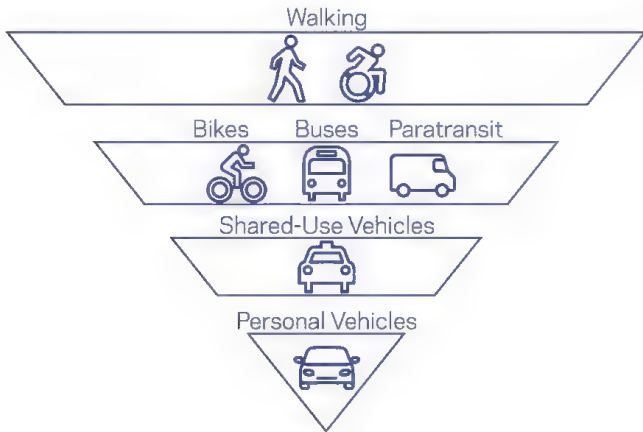


Streets make up over 25% of the city's land area. (Source: PlaNYC Sustainable Stormwater Management Plan, 2008)

Goals & Principles

Demand for street space in New York City will always outstrip supply, and it is DOT's responsibility to design streets and allocate space to encourage the transportation modes that move people and goods most efficiently. Accordingly, consistent with the city's OneNYC 2050 plan, the city prioritizes walking, cycling, and transit when redesigning streets and allocating use of the streetscape. In applying this framework, projects must also consider freight operations.

Moving People Efficiently



Practitioners should adhere to the following goals and principles when designing city streets, with an eye to achieving the highest possible aesthetic standards. DOT seeks to design streets that are:

1. **Safe**
2. **Balanced and Inclusive**
3. **Vibrant**
4. **Contextual**
5. **Sustainable and Resilient**
6. **Cost-effective and Maintainable**



I'm fascinated by **sophistication** which is **mystery** because I want to **search for more**
I'm fascinated by **transparency** which is **honesty** because it **lead to trust**
I'm fascinated by **UNCONVENTION** which create **possibility** because it **open up questions**
I'm fascinated by **SARCASM** which create **DIALOGUE** because it **allow us to exchange thought**
I'm fascinated by **HUMOR** which create **satisfaction** because it **make life interesting**
I'm fascinated by **news** which can **control** people because it **manipulate audience**
I'm fascinated by **VENDING MACHINE** which is **automated** because it **acted as human**
I'm fascinated by **PUBLIC SPACE** which is **energy** because it **enrich our life**
I'm fascinated by **participatory practice** which is **empowerment** because it **left no ones out**
I'm fascinated by **website** which is **configurable** because it's **open up possibility**
I'm fascinated by **internet** which **easily access** because it's **democratic space**
I'm fascinated by **musle** which **form** environment because it **bring you to imaginative space**
I'm fascinated by **map** which is **hollistik** because it **locate where we are in the universe**

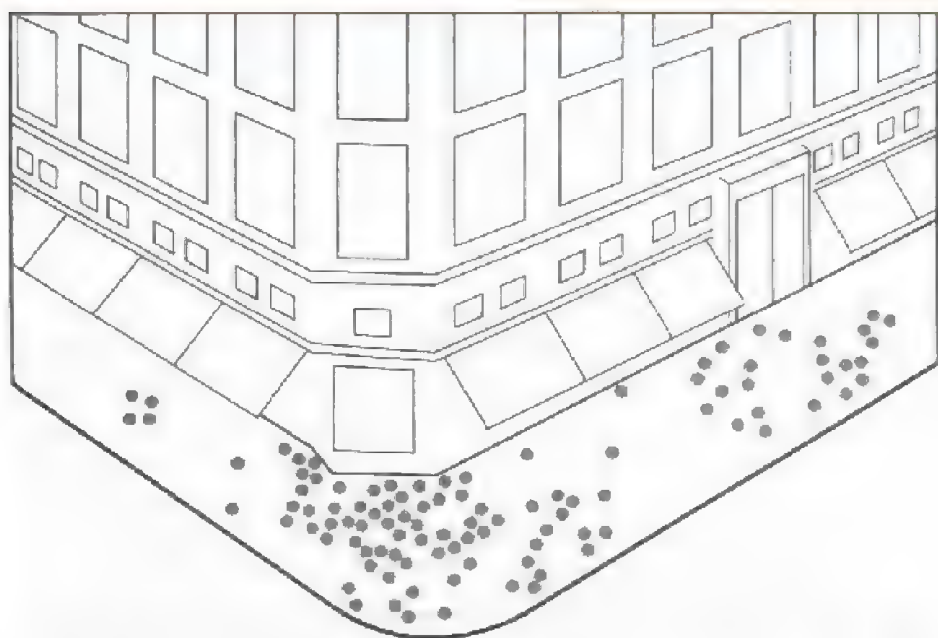
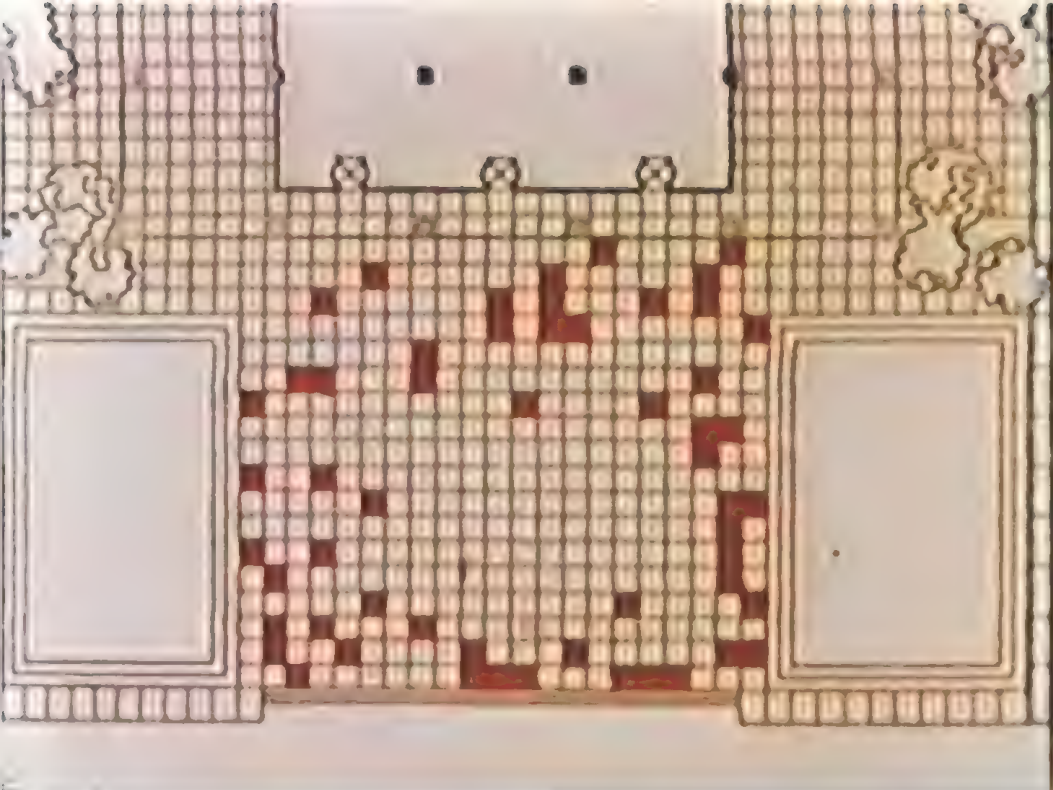




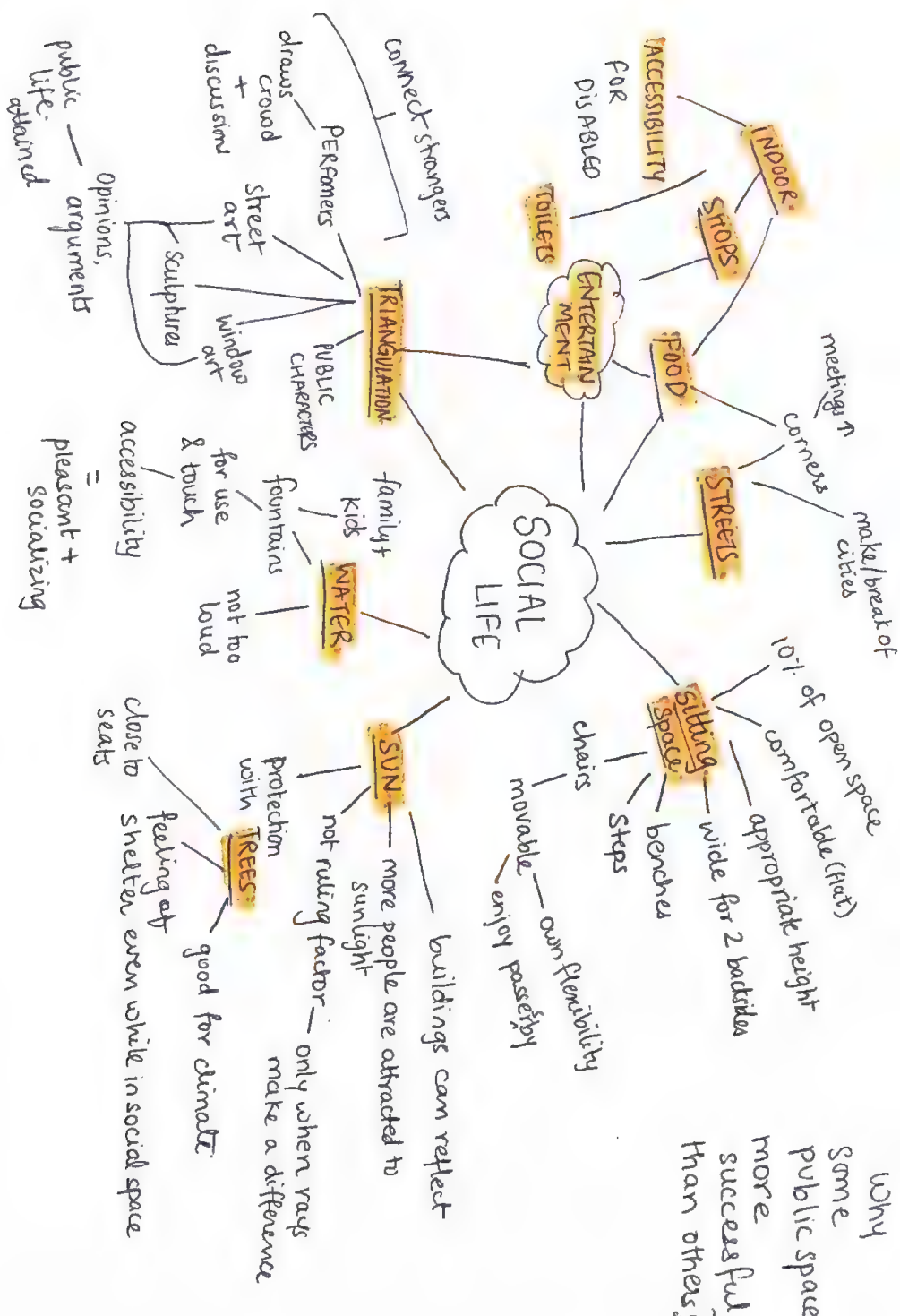
The Social Life of Small Urban Spaces







Location of street conversations lasting two minutes or more at Saks Fifth Avenue and Fiftieth Street. Cumulative for five days in June. Note main concentration at corner, secondary one outside entrance.



Why some public spaces more successful than others?



Sharon Hayes

Born 1970 in Baltimore, MD; lives in Philadelphia, PA

Ricerche: four, 2024

Two-channel 4k video, color, sound;
80 min; assorted chairs, and a bench

Courtesy the artist and Tanya Leighton Gallery, Berlin and Los Angeles

Participants from Philadelphia, PA: Roosevelt Adams, Craig E.F. Alston, Esq., Fernando Chang-May, José Demarco, Lorrin Kim, Andrea Lencou-Herrington, Gary Hines, Nathaniel Chavis, Charita Powell, Cookie Outcomes

Participants from Dowlstown, TN: Tara Corner, Gabby Haze, Iris Pine (Jan Lucado), Susan Lewis, Fred Brungard (Sr. SoamMish), Merril Mathroom, Maryanna Poposky, Cat Puntore, Jeff Schuler (Lefth), SPREE, Lucy Marshall White

Participants from Los Angeles, CA: Judith Bransburg, Maria Carter, Shaqui Prince Bernat, Veronica Flores, Rigo Gonzalez, Rita C. Gonzalez, Lorella Lonsane, Nu Diamond, Robin Probstsky, Elena Popp, Barney Salcedo, Simone Wallace, Carolyn Weathers, Queen Uniqua Zair

Assistant director: Brooke O'Hara
Director of photography (PA & TN): Jess Bennett
Director of photography (CA): Michelle Clementine
Production manager: Althea M. Rao
Outreach coordinator: Rene George
Additional outreach: Sydney Cery, Merril Mathroom, Gary Hines
Camera operators: Aly Springer, Althea Rao, Ariel Chavari
Production sound recorder: M. Aid Dacan, Gabe B. Miller, Vero Lopez
Key grip: Kaitie Jackson, Charlie Agnew, Jordan Sloos
Production photography: Nika Mincey, Althea Hays, Sydney Cery
Production assistants: Sarah Kim, Ash Farnum, Agnes Borovsky
Assistant de dirección: Brooke O'Hara
Dirección de fotografía (PA & TN): Jess Bennett
Dirección de fotografía (CA): Michelle Clementine
Manejo de producción: Althea M. Rao
Coordinación de difusión: Rene George
Difusión editorial: Sydney Cery, Merril Mathroom, Gary Hines
Cooperación de cámara: Aly Springer, Althea Rao, Ariel Chavari
Grabación de sonido: M. Aid Dacan, Gabe B. Miller, Vero Lopez
Manejo de maquillajes: Kaitie Jackson, Charlie Agnew, Jordan Sloos
Fotografía de apoyo: Nika Mincey, Althea Hays, Sydney Cery
Asistentes de producción: Sarah Kim, Ash Farnum, Agnes Borovsky

Special thanks: David Acosta, Suz Allen, Lynn Ballen, Mary Grace, Julia Melzer, David Thomas, Jeanne Vaccaro, Fortuna, and Ed Miller and the residents of the John C. Anderson Apartments.

Ricerche: four is the last in a decade-spanning series of works by Sharon Hayes focusing on sexuality and gender in the United States. In each video, the artist asks probing questions of an assembled collective: thirty-five students at an all-women's college; children of queer and trans parents in Provincetown, MA; and players on two women's tackle football teams. Here, three groups of LGBTQIA elders reflect on their lives, loves, and identities. Hayes adopted her interview style and the name of the series from the 1963 film, *Confit d'Amore* ("Love Meetings"), in which the filmmaker Pier Paolo Pasolini moved across postwar Italy interviewing Italians about sex and sexuality, examining the shifting values of the period. Now, with similar moralistic undercurrents running through American culture, Hayes's video underscores the endurance of chosen community. Against the backdrop of the ongoing pandemic and the unrelenting impact of social media, Hayes's work asks what it means to gather now.

616 Access

Scan this QR code with your mobile device to access synchronous captions and an audio description for this work.

Nació en 1970 en Baltimore, MD; vive en

Ricerche: cuatro, 2024

Video 4K de dos canales, color, sonido
80 min; sillas variadas y un banco

Cortés de la artista y Tanya Leighton Gallery, Berlín y Los Á

Participantes de Filadelfia, PA: Roosevelt Adams, Craig E.F. Alston, Esq., Fernando Chang-May, José Demarco, Lorrin Kim, Andrea Lencou-Herrington, Gary Hines, Nathaniel Chavis, Charita Powell, Cookie Outcomes

Participantes de Dowlstown, TN: Tara Corner, Gabby Haze, Iris Pine (Jan Lucado), Susan Lewis, Fred Brungard (Sr. SoamMish), Merril Mathroom, Maryanna Poposky, Cat Puntore, Jeff Schuler (Lefth), SPREE, Lucy Marshall White

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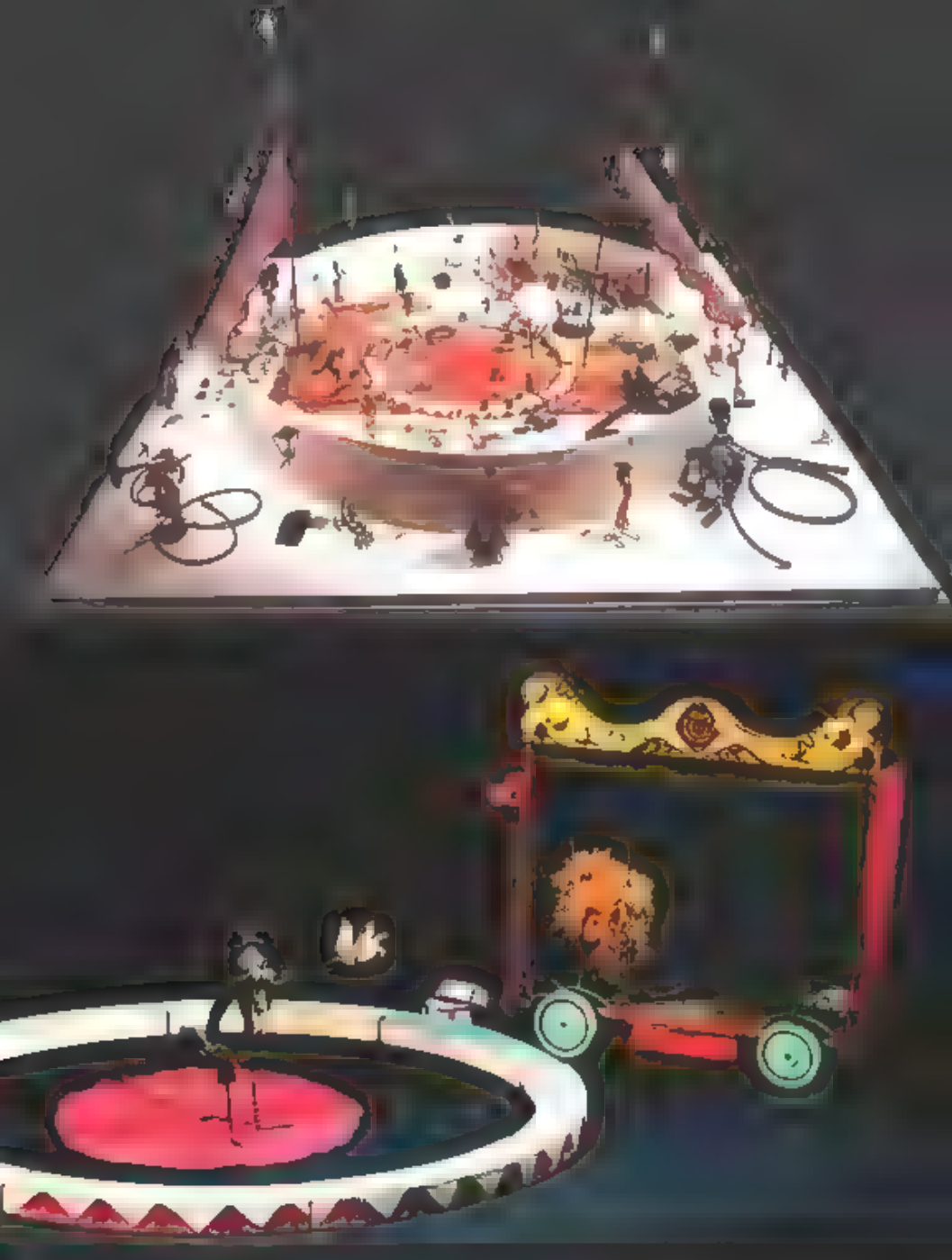
Ricerche: cuatro es la última de una serie de obras sobre la sexualidad y el género en Estados Unidos creadas por Sharon Hayes a lo largo de una década. En cada video, la artista plantea preguntas a un colectivo reunido, conformado por treinta estudiantes de una universidad exclusivamente para mujeres, descendientes de familias que viven en Provincetown, MA; y jugadoras de dos equipos femeninos de fútbol americano. Aquí, tres grupos de personas LGBTQIA de la tercera edad reflexionan sobre sus vidas, amores e identidades. Para el título de la serie y el estilo de la entrevista, Hayes se inspiró en la película de 1963 de Pier Paolo Pasolini, *En confit d'amor*, en la que Pasolini recorre la Italia postguerra, entrevistando a sus connacionales sobre y sexualidad para examinar los valores cambiantes de la época. En la actualidad, con un trasfondo de moralista similar en toda la cultura estadounidense, el video subraya la resistencia de la comunidad elegida. Con la pandemia y el impacto cada vez mayor de las redes sociales como telón de fondo, la obra de Hayes se pregunta qué significa reunirse ahora.

616 Accesibilidad

Escanea el código QR mediante tu dispositivo móvil para acceder a los subtítulos sincronizados y a una audio descripción de esta obra.

Interesting way to display and include audience to the conversation.

@whitneymuseum



Calder's Circus
(play, experiment, performance)

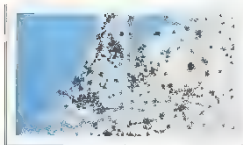


<https://www.youtube.com/watch?v=t6jwnu8lzy0>





Context



Urban Planning



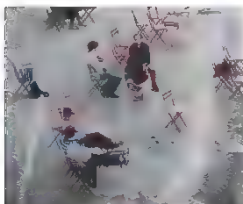
Politics



Technology



Art & museum

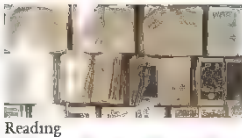


Public space



Fashion

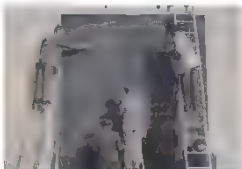
Method



Reading



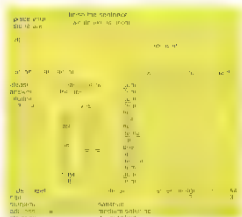
Watch Film



Futuring



Interview



Survey



Online/ Offline



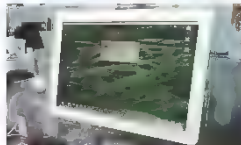
Collective Imagining

Social Experiment

Form



Interactive Display



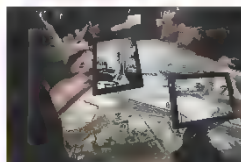
Platform



Installation



Curation/ Exhibition



Augmented reality



Multimedia campaign



Protest

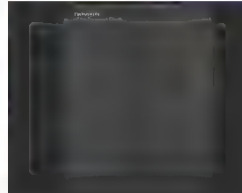


Collective mapping

Language



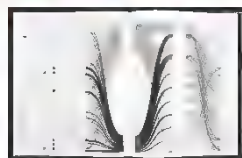
Playful



Formal



Sarcasm



Informative

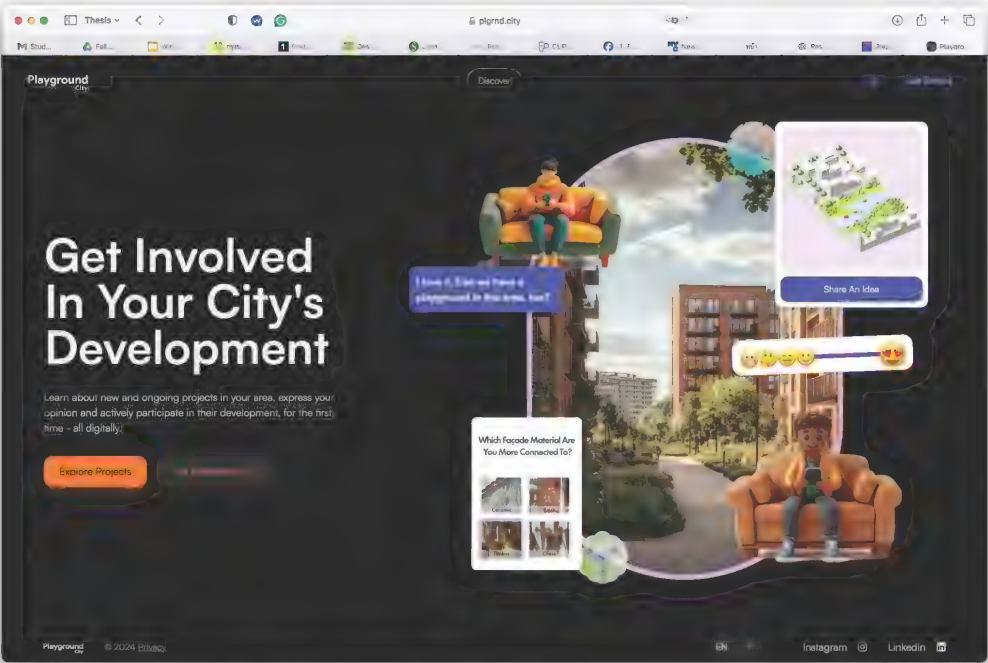


Nostalgic



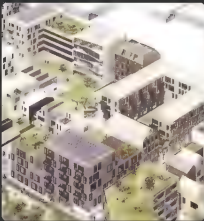
Eclectic

A photograph of a model city built with colorful blocks on a dark base, with a small circular inset showing a different view.



Learn about new and ongoing projects in your area, express your opinion and actively participate in their development, for the first time - all digitally.

Activities Near You



Buiksloterham Kavel 8 - Uitvoering K8

How can you transform a disused industrial area into a lively residential and commercial district without using a top-down master plan? And how can you also boost social and technological innovation to realise the circular ambitions of the area? These are pivotal questions for Cityplot Buiksloterham, which started as an experimental site and is now taking shape.

Initiated by Amsterdam

No participants yet

Learn More

Vote



NDSM Kavel B7

This lot is reserved for a primary school with daycare, after-school care and gymnasium. A design and construction schedule are not yet available. Construction will start in early 2026 at the earliest.

Initiated by Amsterdam

No participants yet

Learn More

Vote

Games for Cities

[challenges](#) [events](#) [database](#) [about](#)

Using games to improve city-making

The challenges of 21st century city-making require innovative methods that incorporate the complexity of today's rapidly urbanising world. Traditional ways of urban planning and design — top-down and singlehanded — are already making way for a practice of city-making deeply rooted in the collective experience, creativity, and intelligence of growing and increasingly diverse groups of people. This will be crucial in building sustainable urban futures.

Gaming carries unexplored potentials for city-making. When inserted carefully into urban processes, games significantly improve the practice of conventional urban design by, for example, supporting collaborative decision-making and design, extracting and visualising comprehensible meaning from big data, and contributing to conflict resolution. However, the field of City-Gaming is relatively new and there is an urgent need for building an integrated community, developing a common language, and supporting newcomers. These are the driving motivations behind the launch of GAMES FOR CITIES: a public research- and event-programme that explores the role of gaming for complex urban issues.

GAMES FOR CITIES will deliver three concrete outcomes:

1. A guidebook for policy makers and regulators to employ city gaming in their daily work.
2. Activation and growth of the City Gaming community through public events and an online network.
3. A comprehensive City Gaming database on the Games for Cities website.

GAMES FOR CITIES is an initiative of Play the City, a pioneering city-gaming practice based in Amsterdam (NL) and made possible through generous funding from Creative Industries Fund NL. The programme has been compiled together with Play the City's knowledge partners: [HvA Play](#) and [Civic Media](#), [UU New Media Studies](#), [TU Delft The Why Factory](#), and [The Mobile City](#). For the content of specific events, partnerships are established with: [City of Amsterdam](#), [City of Eindhoven](#), [City of Utrecht](#), [Pakhuis de Zwijger](#), [Het Nieuwe Instituut](#), and [Designhuis](#).

[Read more about the history of city-gaming.](#)



Games for Cities

challenges events database about

If I were Istanbul's Mayor (2012)

Istanbul (TR)

Developed by:

Play the City

Tags:

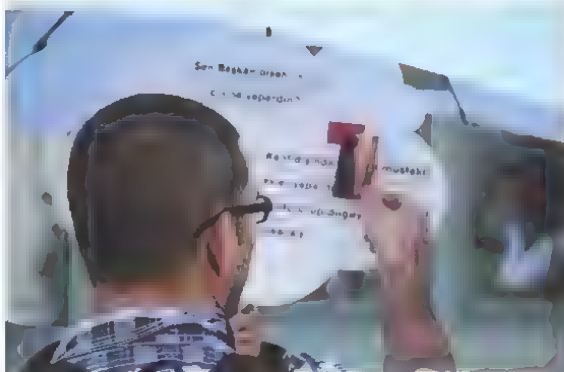
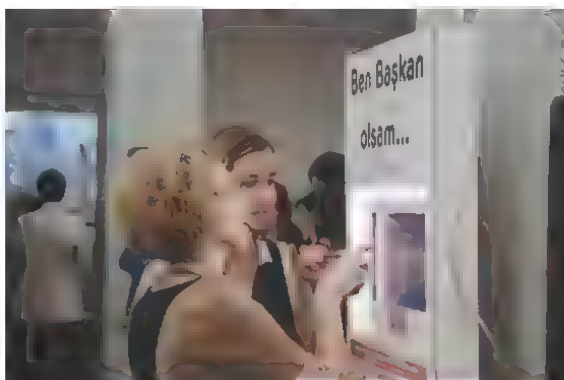
public space, analogue, digital, roleplay, decisionmaking, learning

A governance game with digital polls, asking citizens of Istanbul to vote – using their public transport card – on various public planning and investment priorities for their city

This game used new media technologies to enable a digital polling system where citizens of Istanbul could demonstrate their own planning priorities in their city using their travel cards. The purpose of this playful polling intervention was to increase awareness among Istanbul's citizens of the multiple urban decisions and trade-offs being made in their city. In a local context where, despite a politically enthusiastic populace, political transparency is often hard to come by. During the first Design Biennial, all visitors with an Istanbulkart could take part in the vision-making process by simply tapping their own card on the preferred scenarios. Choices were then analysed using Radio Frequency Identification technology to visualise and evaluate the scenarios in real-time. Responding to dilemma's on traffic, drinking water, food, energy, urban density, public space, shopping, transformation, investment and earthquake risk, participants could conclude what type of mayor they would make. This was represented through a combination of a number of the following descriptors: tree-hugger/gas-guzzling, radical/pragmatic, populist/globalist mayor. Over 2000 enthusiastic citizens participated in the poll, expressing their opinions on the city's priorities.

For example, while Istanbul residents currently pay private service providers for water, 99% of voters believed that 'free water should be a basic human right'. Although Istanbul's water and natural environment is threatened by urban sprawl along its northern edge, citizen responses reveal a clear preference for low rise housing and low density urban growth. This is important information for Istanbul's planning department to consider in order to work on shifting public opinion in line with the city's densification strategies. While most of the residents were surprised to learn that 40% of the energy needs of Paris were provided through nuclear plants, a clear favour was visible for renewable energies. On the most controversial topic of Istanbul – urban transformation linked to an expected earthquake – designers asked whether residents were happy with the operations of centralist housing corporation TOKI. We could measure a clear liking to local and organic operations of entrepreneurs which would be strictly checked through official procedures

City polls help cities to reach crowds in short amounts of time and new media technologies make participation both intriguing and fun. The results of the votes collected at the Istanbul Modern for 2 and a half days include: 9.7% supported a policy that would stop urban sprawl towards the north to preserve the city's supply of water; 9% supported a policy that would apply a 50% discount on Istanbul-karts for locals who use solar panels; 8.8% supported a policy that would see public transport being transformed into a luxurious experience. The least supported ideas included: a policy that would initiate the demolition of neighbourhoods in earthquake sensitive



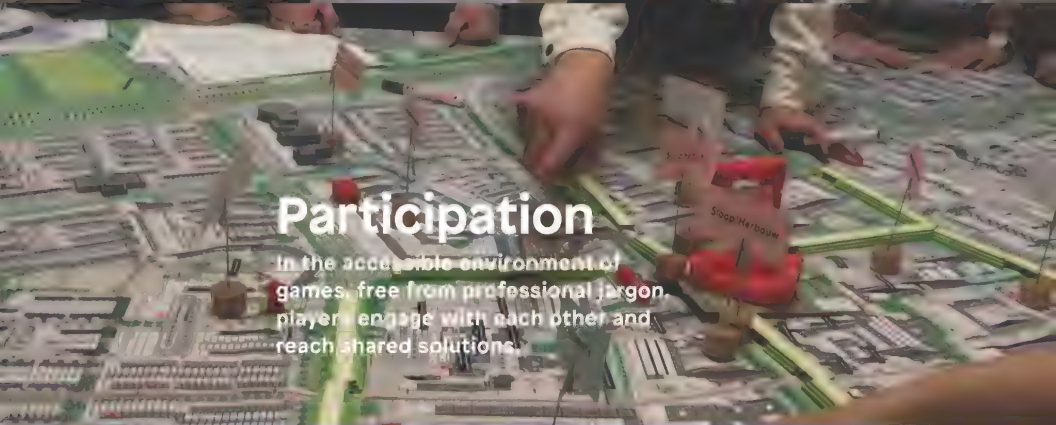


Play the City
designs games
for collaborative
decision making.



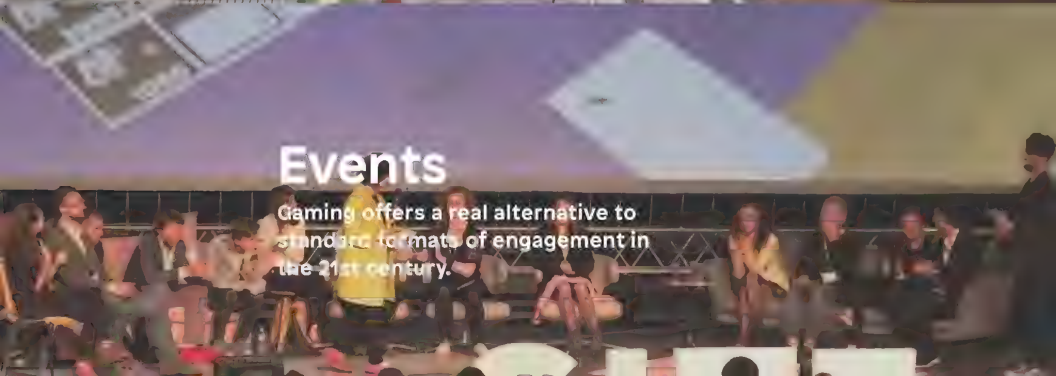
Policy & Design

We use gaming as an integral problem-solving method; bringing policy makers, market parties, and citizens around the table.



Participation

In the accessible environment of games, free from professional jargon, players engage with each other and reach shared solutions.



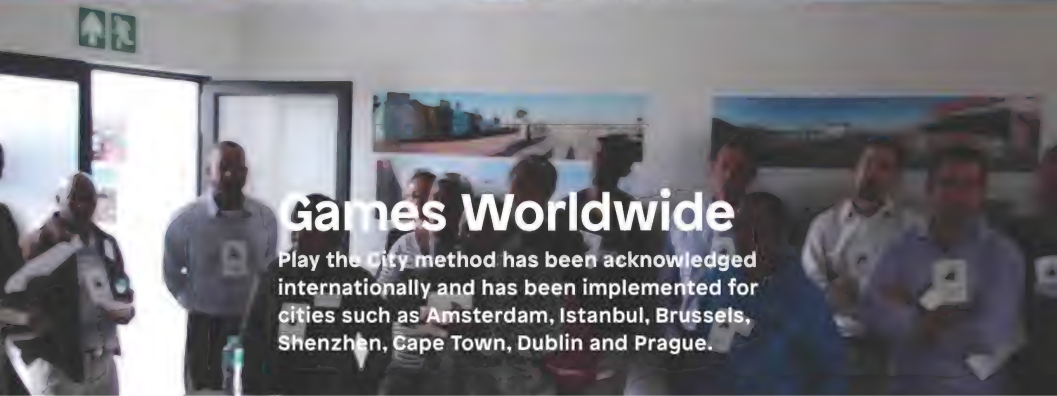
Events

Gaming offers a real alternative to standard formats of engagement in the 21st century.



Research

A hands-on team with academic backgrounds integrates research and implementation in all projects.



Games Worldwide

Play the City method has been acknowledged internationally and has been implemented for cities such as Amsterdam, Istanbul, Brussels, Shenzhen, Cape Town, Dublin and Prague.

About Us

Play the City leads the way in applying games to complex, multiplayer city challenges. We are a global practice that supports public and private parties on spatial development processes through city gaming. As a multidisciplinary team of technologists, designers and social scientists with an international outlook, we embrace an approach at the intersection of practice and research. This allows us to undertake a large range of projects from theoretical research to pragmatic applications.

If you are interested in our team please read more about [Ekim](#), [Txell](#), [Hyunwoo](#), [Ulas](#), [Muge](#), [Irem](#), [Gunes](#), [Adrian](#), [Izel](#) and [Ege Can](#).

Play the City Method

Cities witness a high pace of social change and technical advancement, and we are still searching for a truly collaborative planning process. Serious gaming provides a systemic approach to city making that helps the collaborative, integral and iterative approach, cities are looking for.

'City gaming' is the method that refers to the specific implementation of serious games to city development questions. The method stems from the PhD research of Ekim Tan, the founder of Play the City, conducted at the Delft University of Technology.



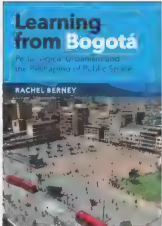
BOGOTÁ

Before 90's (Dystopian Bogotá)

- Social-spatial exclusion
- Dystopian
- Poverty
- Informal Economy
- Lack of access to healthcare
- Fear of public space
- Underemployment
- Violence
- Invasive parking
- Lack of participation in politics

90's (Bogotá reinvented)

- World class city
- Sense of shared citizenship
- Social program
- Pedagogical urbanism
- Common purpose
- Attract Investors
- Civility
- Private > Public
- Improve equity
- Neoliberalism
- Public space



"Bogotá became a city in which **citizens were required to behave in certain ways in public**. The homeless and poor were removed from public areas, and civil behavior became monitored and enforced by other citizens. A true Bogotano, in a sense, was one who behaved well and fit within neoliberal class ideals (housed, gainfully employed, and with a strong sense of civic duty)."

(R. Berney, 164)



Nidoo
@nidoolA

What do you think, for example, of the Rappitenderos taking over public spaces?



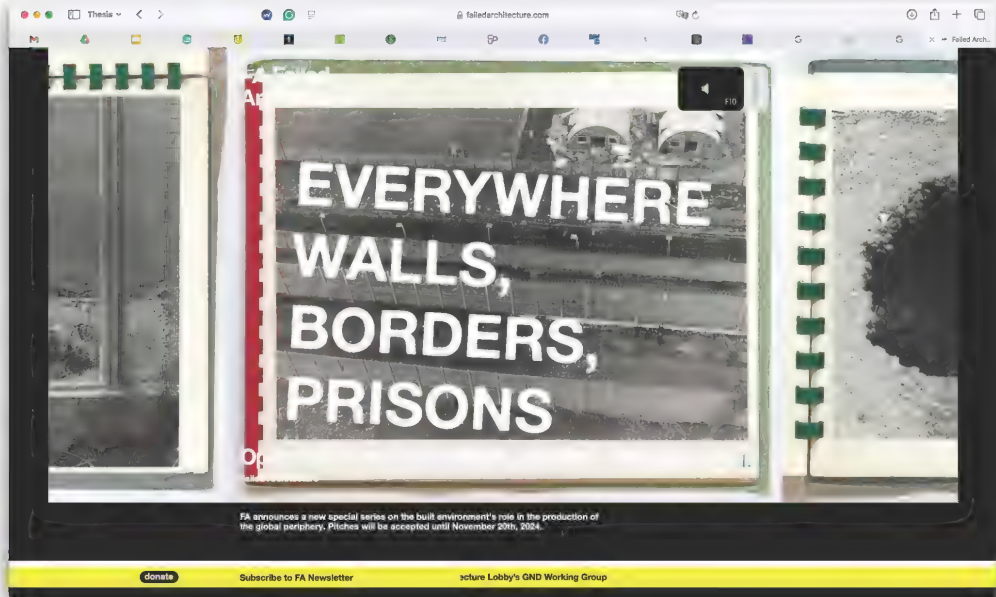
Álvaro Rodríguez H. @aerodriguezh. Jan 30 2020
Mayor @ClaudiaLopez we ask you to look at the town of Usaquén, in Little cedars
Insecurity day and night
Rappi, street vendors and bicycle taxis that invade public spaces
Disorder in the garbage containers
Window cleaners attack women
#Represión de la clase media



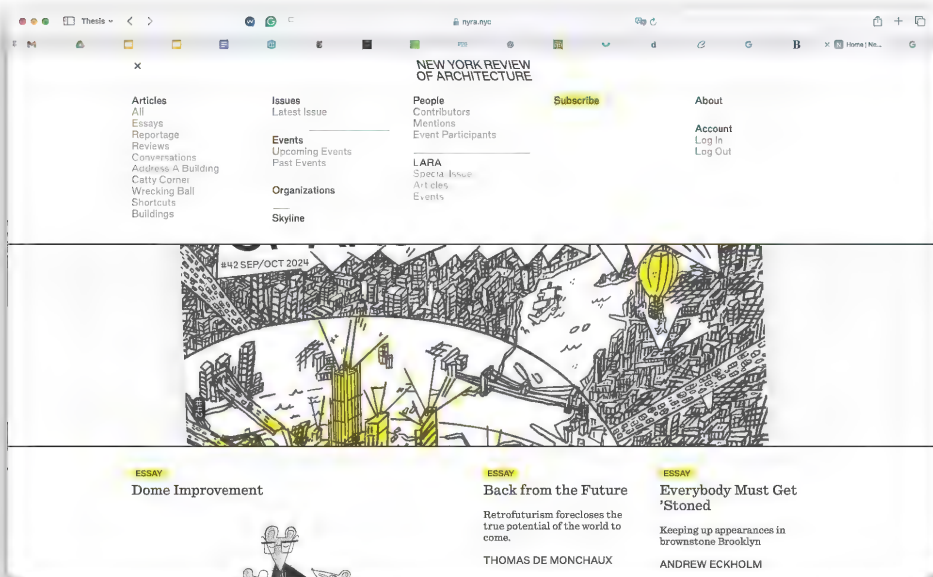
The delivery worker explained: "We are like pigeons—we fly away when they come to scare us off, but a few seconds later when they are gone, we return."

**“RATHER THAN
BEING A FREE POINT
OF ENCOUNTER,
PUBLIC SPACE
BECAME A TABLEAU,
A SPACE IN WHICH
TO PERFORM THE
IMAGE OF
CITIZENSHIP THAT
THE PUBLIC SPACE
MAYORS NEEDED TO
PROJECT TO THE
WORLD AT LARGE.”**

PEDAGOGICAL URBANISM



<https://failedarchitecture.com/>



<https://nyra.nyc/>

THE CITY FORUM: NEW YORK

Win Bulbon

A community-based participatory forum for imagining the city

A platform where people dream

A platform where people desire

A platform where people imagine

A platform where people hope

A space where people *share, read, write, engage, participate, rate, listen, watch, vote, comment, critique, play* surrounding the topics of public space and urban planning and how they want their city to be. This could come in the form of media company, print, web, exhibition, talk, seminar. This forum aim to acted as a platform where people can share their imagination of the city

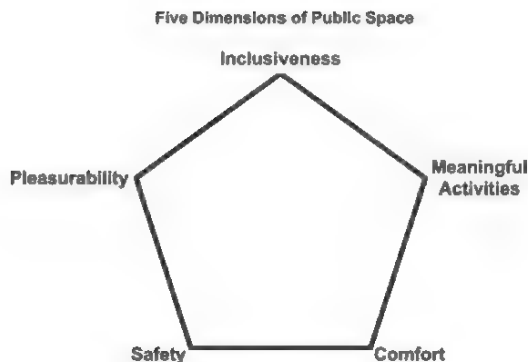


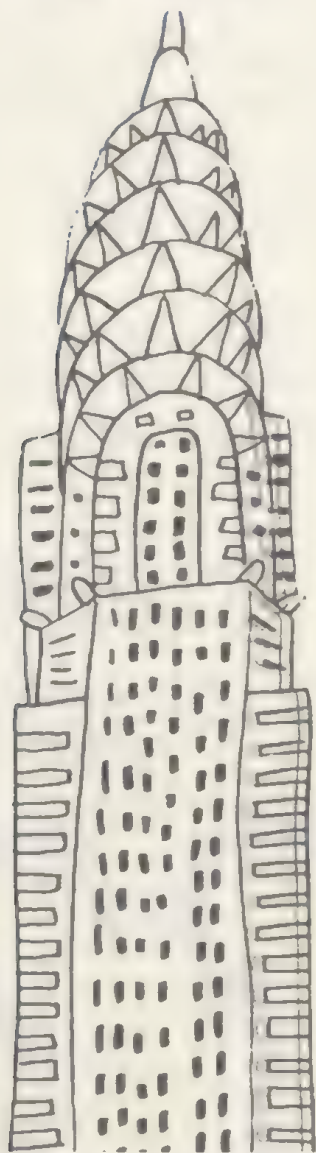
Figure 1. The five dimensions/aspects of public space.

suggested that the appropriation and use of space by a group to fulfill its needs makes the space public. Subsequently, it could be suggested that the extent of inclusiveness of any space is only revealed when some activity takes place in it. In addition, the range of activities a public space is able to support and the actors it is able to include may determine its inclusiveness. The discussion and debate on public space is often the discussion on which activities and behaviors are deemed appropriate in space. In many ways, public space may be thought of as 'flexible and ambiguous' (Loukaitou-Sideris and Ehrenfeuchth 2009)—ever changing to accommodate the activities and behaviors of its users. This way of conceptualizing public space is particularly important because sometimes people also invent new activities in public space and often appropriate spaces to activities and behaviors that suit their needs (Franck and Stevens 2007). However, public spaces have never been completely inclusive. Historically, when public space played an active role in supporting daily life, certain groups were not allowed to participate. Nevertheless, the idea of an inclusive and accessible public space is worthy as an ideal, even though the space may never be able to support all activities and behaviors or be open to people from all walks of life. Access to public space is concerned with two aspects—the ability to reach the space and to enter and use it. The first deals with distribution of public spaces, proximity and connectivity to other parts of the city. Although the ability to get to the public space is crucial in order to be useful, this is not the focus of this study; rather, it is interested in the second aspect—that of the ability of people to be in the public space and use it. The public space index is designed to measure the inclusiveness of public space by rating how accessible the space is to varying individuals and groups and how well their various activities and behaviors are supported or not.

- ALASKA ALASKA™
- # ETHOS
- courtesy of Virgil Abloh™
-
- # MANIFESTO
- Non-tribal.
 - Off-pyramid.
 - Non-binary.
 - Free Flowing.
 - The mix that defines the moment.
 - Changing conventions.
 - Real Design.
 - Capture the zeitgeist-Contemporary Landscapes.
 - Relevance is the Metric.
 - Readymade.
 - Human emotion, irony.
 - Dichotomies and Similarities.
 - WORK-IN-PROGRESS.
 - Again, human interaction.
 - Justified in the now.
 - Tourist vs. Purist.
 - Transparency is a design tool.
 - Translating current social context.
 - Rainbow Spectrum
 - Being cognoscent of both the measures of aesthetics and ethics
 - Define a universal language that transcends cultural parameters and antiquated hierarchies.
 - Unlimited and Limited.
 - Architecting Experiences.
 - Modern Day Art Renaissance.
 - Not confined by Physical or Figurative walls that limit creativity.
 - Fun and Youthful.
 - Blank Canvas.
 - Black Canvas.
 - Cross-platform messaging.
 - Humble, courteous and truly inclusive.
 - Design by experimenting.
 - New New Order.
 - Collective of like-minded creatives.
 - Beyond aesthetic.
 - Modernity and simplicity in a three dimensional form.
 - Transcends culture.
 - To define is to miss the point.
 - Hierarchies and divisions between disciplines are no longer relevant.
 - To learn the intricacies.
 - Intersections.
 - No linear continuity.
 - Need no permission to come in.
 - It's OK to contradict yourself.
 - Inclusive exclusivity.
 - Anonymity as smokescreen.
 - Doing what we can with what we have.
 - The only failure is not to try.
 - "Two heads are better than one".
 - Having a point of view.
 - Perfectionism doesn't advance anything.
 - Exactly the opposite.



THE CITY FORUM: NEW YORK



Urban planning is a highly complex living organism form by human. Its the combination of all knowledge including psychology, sociology, anthropology and to name a few. Public space is the only thing that prove we are living in the same realm, to have something in common. It's a mutually agreed structured we have to lived by. Therefore it is extremely vital that city is build for the people and build by the people.

...to start off, before going into all the highly complex details about how the city should be constructed, it is worth to question...

What makes a successful city ????

Draw, write, sketch, describe any traits that makes a city successful in your opinion ???

SOURCE 01

Happy City by Charles Montgomery

Montgomery emphasizes that a successful city prioritizes...



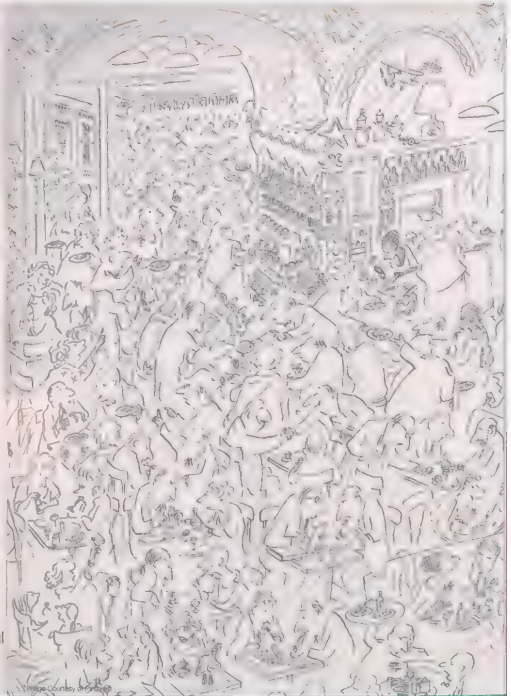
HAPPINESS WELL-BEING

and through thoughtful urban design and community agreement
not just efficiency and economic growth

Key Principles:

1. Promote Social Connection
2. Walkability and Active Transportation
3. Mixed-Used Neighborhood
4. Greenspaces and Nature
5. Equity and Inclusion
6. Reducing Car Dependency
7. Human Centered Design
8. Happiness Metric

Montgomery placed human connection, accesibility and meaningful engagement with the environment at the central of successful city.



Things you enjoyed about New York City?

The Death And Life Of Great American Cities

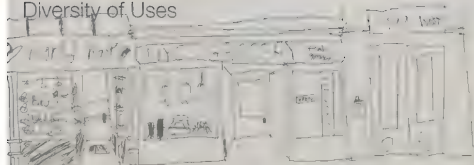
by Jane Jacobs

Despite their differences approach, both Jacobs and Montgomery share a vision for cities that prioritize people over cars, vibrant public spaces, and social connection. Both reject large-scale, top-down urban planning that overlooks the nuances of daily urban life.

Things that you wish exist in New York City?

In *The Death and Life of Great American Cities* (1961), Jane Jacobs redefined urban planning and introduced a revolutionary perspective on what makes a successful city. Jacobs argued that cities thrive when they prioritize the needs and experiences of people over abstract planning theories or top-down urban renewal projects. Her vision centers on the vibrancy, diversity, and human-scale design of neighborhoods.

Diversity of Uses



Mixed-Use Development: Cities should have a mix of residential, commercial, industrial, and recreational spaces. This diversity keeps neighborhoods active throughout the day and night, reducing crime and fostering vibrant street life. A mix of uses ensures "eyes on the street" (Jacobs' term for natural surveillance) and creates a sense of safety and liveliness.

Density and Concentration of People

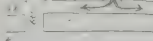
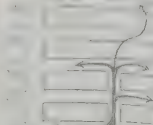
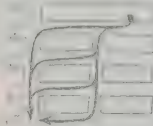
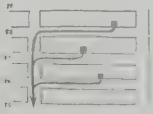
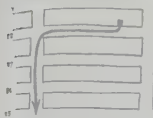
Jane Jacobs believes that cities need people to be packed together to be lively and successful. She says that having lots of people in a small area helps create different kinds of businesses and activities, and it makes the neighborhood feel more alive. Dense areas have a constant flow of people, which encourages people to talk to each other, do business, and make the streets come alive.

People often think that density means overcrowding and chaos, but Jacobs says that's not true. When density is paired with good design, it can actually make communities stronger and safer. Dense neighborhoods encourage people to hang out in public places, which helps build community bonds and makes people feel safer. Jacobs also says that density can boost the local economy by encouraging businesses and innovation.

To make the most of density, Jacobs says that cities need to be designed well. This means having short blocks, walkable streets, and mixed-use development. It also means having access to green spaces. These things make sure that density doesn't feel too overwhelming, but instead creates opportunities for comfort, convenience, and sustainability. Well-designed dense neighborhoods can reduce car traffic, preserve natural areas, and lower the impact on the environment.

In the end, Jacobs sees density as a key to making cities successful. When planned well, it can create diverse neighborhoods, safe communities, thriving economies, and environmentally friendly cities.

Short Blocks

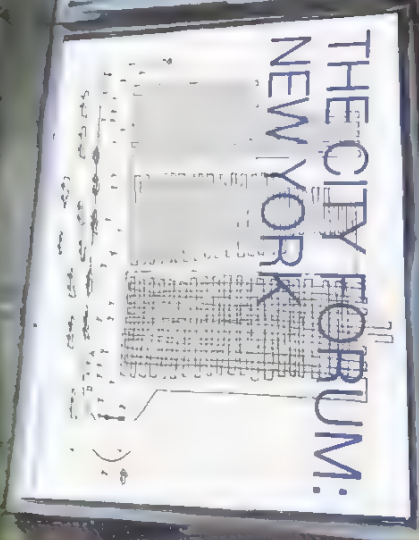


Jane Jacobs underscores the critical role of short blocks in creating vibrant, diverse, and economically successful urban neighborhoods. She argues that short blocks, with their frequent intersections, encourage connectivity and movement, enabling people to choose multiple routes to their destinations. This fosters exploration, increases foot traffic, and supports local businesses, creating a lively, interactive urban environment.

By contrast, long blocks are described as barriers to urban vibrancy. They isolate neighborhoods, discourage walking, and limit the natural mixing of people and activities that give cities their dynamic character. Long blocks reduce opportunities for interaction and exploration, making streets feel monotonous and less engaging.

Short blocks also promote economic and social benefits. They enhance the visibility of storefronts and local businesses, leading to increased commerce, and contribute to the "street ballet" Jacobs celebrates—an organic mix of diverse activities and people that creates a sense of safety, vibrancy, and community. Moreover, they provide variety in the urban experience, breaking up monotony and making cities more interesting and walkable.

In essence, Jacobs presents short blocks as a foundational design element for healthy, thriving cities. They encourage diversity, connectivity, and exploration, which are key to sustaining dynamic urban life.



THE CITY FORUM: NEW YORK

1. Grab the booklet below to start the journey
2. Take time to read through the booklet
3. Share your designs on the board

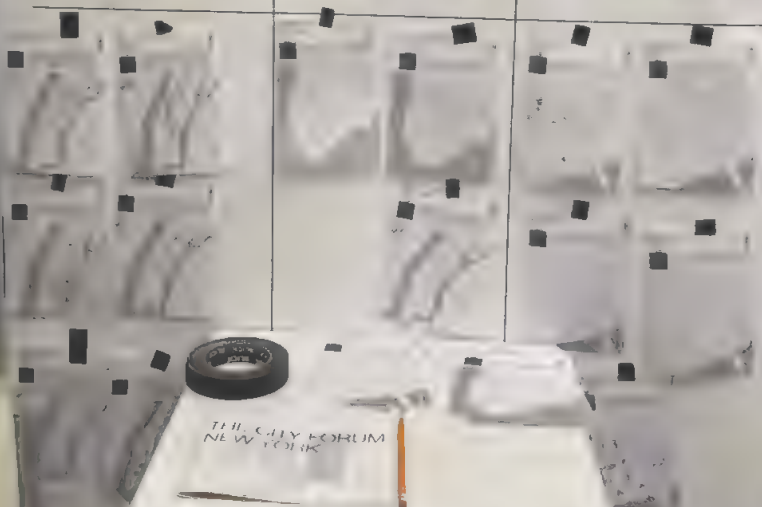
10^4



10^3



10^2



THE CITY FORUM
NEW YORK

THE CITY FORUM:
NEW YORK



THE CITY FORUM: NEW YORK

10⁴

Imagine if you are invited to co-design the city of New York. How would you draw up the city's blueprint? Where would you put the roads, where would you put the parks, and where would you put the buildings? How would you make sure the city's zoning is fair and balanced? How would you imagine people to circulate around the city? Keep in mind all the principles which we discussed of how successful cities are accomplished.



THE CITY FORUM: NEW YORK

10³



On a smaller scale, zooming into the neighborhood level. How would you imagine the neighborhood to operate? How would you split out the blocks? How would people walk from one place to another? Are there plazas or small parks in between?



THE CITY FORUM: NEW YORK

10²



Now on a street level, imagine what would fill the pedestrian? How wide are the streets? Are there bike lanes? Are there any parking spots? What are the uses of the surrounding buildings? Are they commercial, or are they residential? Let your imagination run free.



Plan for Spring 2025

WEEK NUM.	OBJECTIVE
Week 1 Jan 21	Introduction
Week 2 Jan 28	
Week 3 Feb 4	Scoop down my areas of focus. Redefine what I want to achieve. Make change if necessary. Make it as clear as possible
Week 4 Feb 11	In depth research on what have previously done on the subject im currently doing. Bring in different references that may be related to my project.
Week 5 Feb 18	Make a list of topics I want to focus on. Make a primary and secondary research on it. Experiment with the form
Week 6 Feb 25	Have an in-depth knowledge on the topics. Experimenting and implementing knowledges onto the forms.
Week 7 March 4 & 6 MIDTERM***	Complete wireframe and framework of what is going to be done. All strategy & research are complete. All materials needs to be ready for the making.

A dedicated space for

FUTURING
SIMULATION
DESIGN FICTION

...about the urban living

A glimpse into what the future
city could held

Spatial Journalism

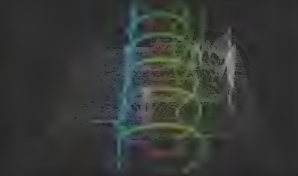
Spatial journalism allows readers to experience stories in three dimensions on phones, web browsers and MR/VR headsets. R&D explores how to support 3D storytelling across many platforms, from asset creation to editing and publishing.



Pushing the Limits of Gaussian Splatting for Spatial Storytelling



Creating Workflows for NeRF Portraiture



A Guide to Creating Spatial Audio Podcasts



Upscaling to walk down Doyers Street

We live in a 3D world, but most of our interactions with the digital world are still in 2D. Recent advancements in AR and VR hint at a shift toward interacting with digital information in 3D as much as we do in 2D. We're interested in how the shift to spatial computing may impact journalism.

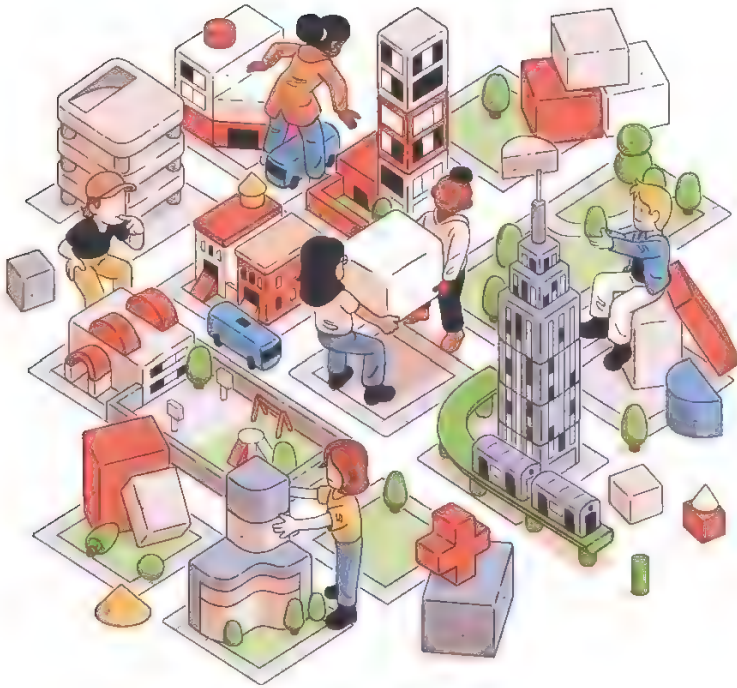
To explore these possibilities, R&D has been actively researching spatial computing applications for journalism. We launched a [spatial computing for news challenge](#) with academic labs in 2020, exploring how journalists could help people understand the world using spatial computing. We've explored how animated sequences in AR can help people understand complex ideas, like the [efficacy of N95 masks during the Covid-19 pandemic](#). We believe we are only at the beginning of the possibilities spatial computing may bring to journalism.

The following is an incomplete list (in no particular order) of other promising spatial computing use cases within journalism that we are thinking about. If you are working in this field and have research that you believe could be applied in service of journalism, we're eager to hear from you.

- 1 **Spatial audio experiences.** New consumer audio devices ranging from TVs, laptops, desktop computers and headphones now support spatial audio. We're interested in tools and techniques that streamline the process to capture, process and deliver spatial audio experiences.
- 2 **Wearable AR hardware.** Most modern smartphones now support AR experiences and major consumer technology companies are working on next-generation wearable AR hardware, such as AR glasses. We're interested in how wearable AR hardware will change the computing experience and how journalists should approach storytelling in a wearable AR hardware world.
- 3 **AR storytelling.** Just as with each new medium, we must create new tools and techniques to allow for rapid storytelling. We're interested in tooling, patterns and more that would allow journalists to tell their stories in AR within the news cycle.
- 4 **Geospatial explorations.** Maps and satellite imagery are one of the major ways that people understand information about the world, from the weather to elections and stories of war and peace. We're interested in new ways to use geospatial information in spatial storytelling. How might we visualize different geospatial data types? What levels of interactivity can be achieved?
- 5 **Simulation tooling.** Researchers increasingly turn to large-scale simulations for modeling real-world events. We're interested in how simulation tools and techniques such as particle simulations, extremely small or large simulated environments, video game-style user experiences, multiplayer experiences, performances in digital spaces and more might be used in the context of journalism.
- 6 **Tooling for 3D.** New tools are emerging for easier, cost-effective 3D rendering. We're interested in how these tools (Blender, Maya, Unreal, Unity, Nvidia Omniverse, etc.) can be used in the creation process of spatial journalism.
- 7 **3D reconstructions.** Photogrammetry and LiDAR datasets are already in use in our journalism. We're interested in next-generation tooling for the delivery of large-scale, complex 3D reconstructions for spatial computing devices such as AR glasses or VR headsets.
- 8 **Persistent digital spaces.** We're interested in how persistent digital spaces—whether fully digital, digital recreations or layers atop physical spaces—can be used to help people better understand the world, and what role journalists can play.

Read more about our vision: [3D Journalism Should Be Accessible Across Platforms and Devices](#)

40 Big Ideas



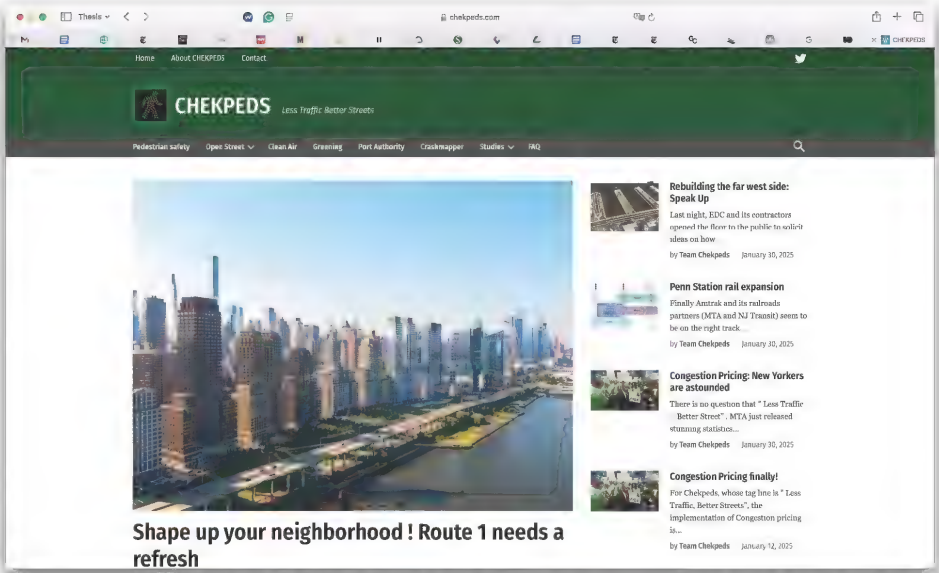
to Make New York City More Affordable

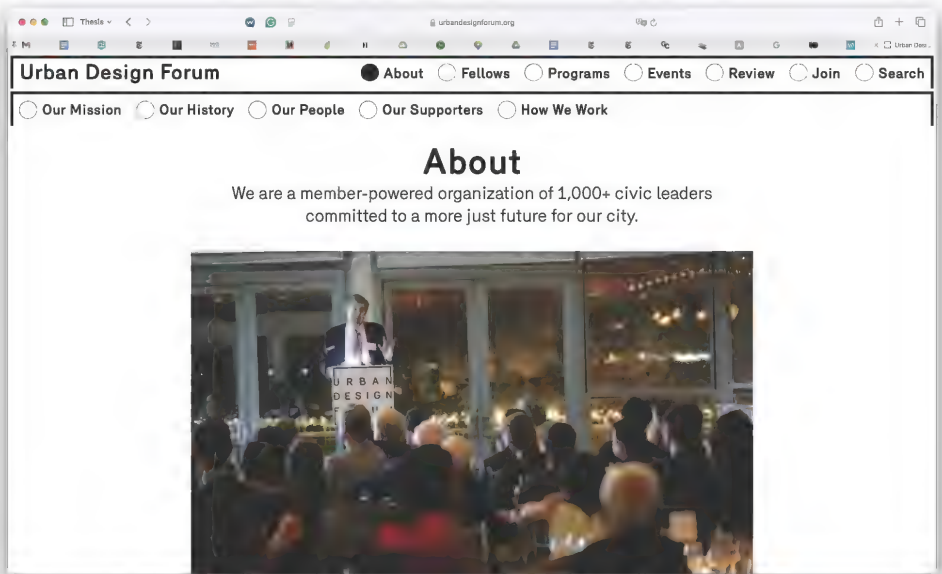
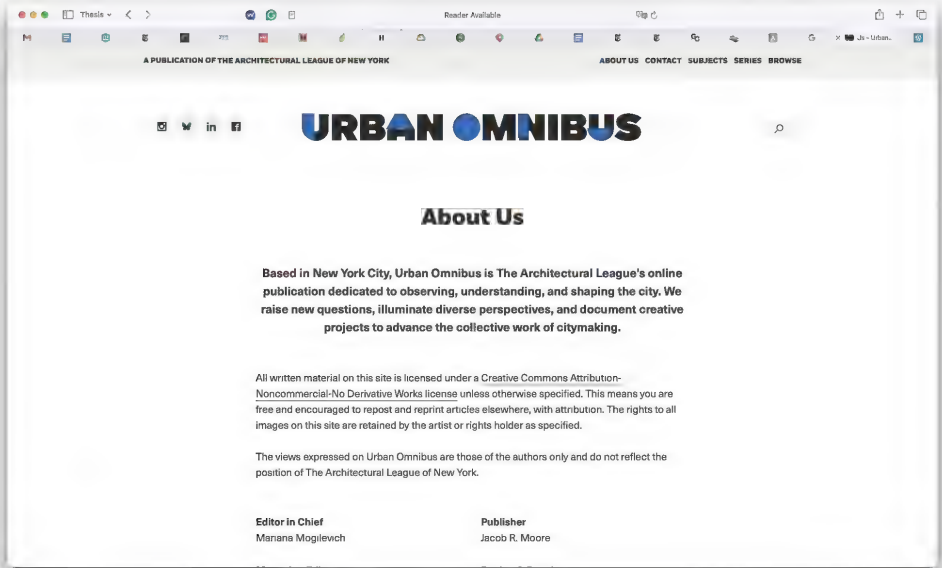
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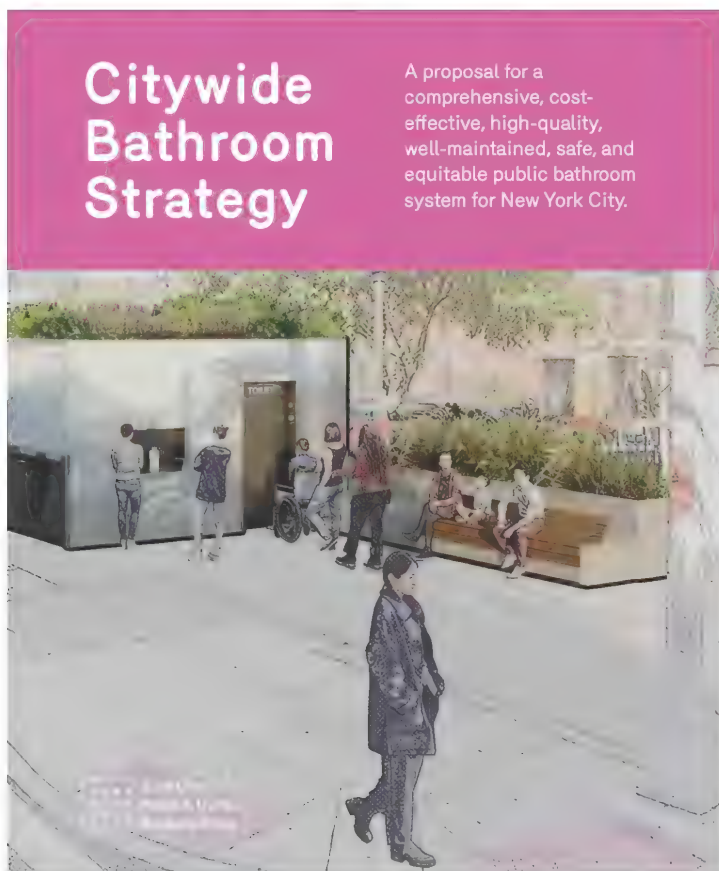
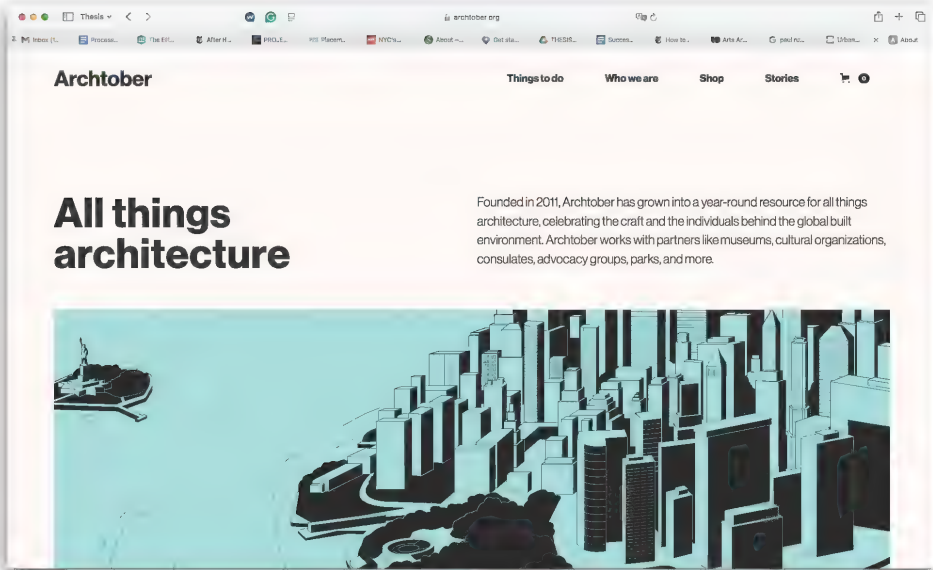
By [Eliza Shapiro](#) Illustrations by Tim Peacock Jan. 16, 2025

Is New York City running out of ideas to solve its once-in-a-generation affordability crisis? Bleak new superlatives about the cost of living are piling up: About half of city households are struggling to pay for basic necessities, New York has the lowest apartment vacancy rate in a half-century, and about 146,000 homeless children are enrolled in local schools.

Many New Yorkers say that politicians are not doing enough to address the magnitude of the problem. So we asked dozens of New Yorkers — from think tank experts to delivery workers to high school newspaper editors — to offer one idea, big or small, that could help break the logjam. Here are some of the most provocative suggestions on an issue that is sure to dominate city politics this year, as voters choose a mayor.









AI Generated video by Sora



Rem Koolhaas, Zoe Zenghelis

New Welfare Island Project, Roosevelt Island, New York, NY (Aerial perspective)

Public Survey Results

- **204** survey responses (as of 8/3)
- **67%** use the corridor everyday or several times a week
- **66%** route themselves through the NoMad Pop Up Plaza when passing through the area
- **37%** bike or scooter when on the corridor
- **42%** of cyclists do not feel safe from traffic
- Over **50%** of pedestrians think sidewalks are too crowded

nyc.gov/dot



Public Engagement

Public Sessions on Broadway btwn 25th & 26th

- Friday, 6/24, 4-6pm
- Tuesday, 6/28, noon-2pm

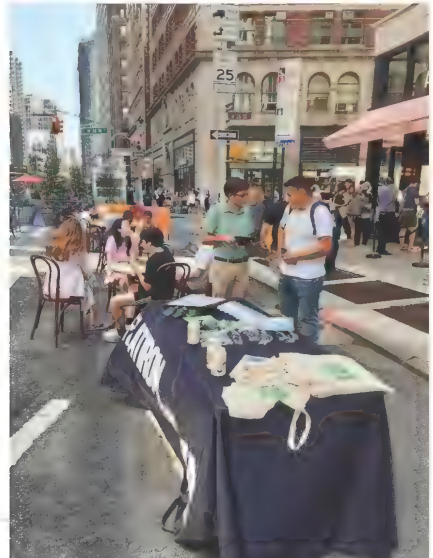
DOT Public Survey

- Open from June 24th through August 12th

Flatiron NoMad Partnership Surveys

- Fall 2021 Survey: 9/29/21 - 12/12/21
- Spring 2022 Survey: 4/11/22 – 7/8/22

nyc.gov/dot



NYC DOT on public engagement

Aerial Plan 1 - After

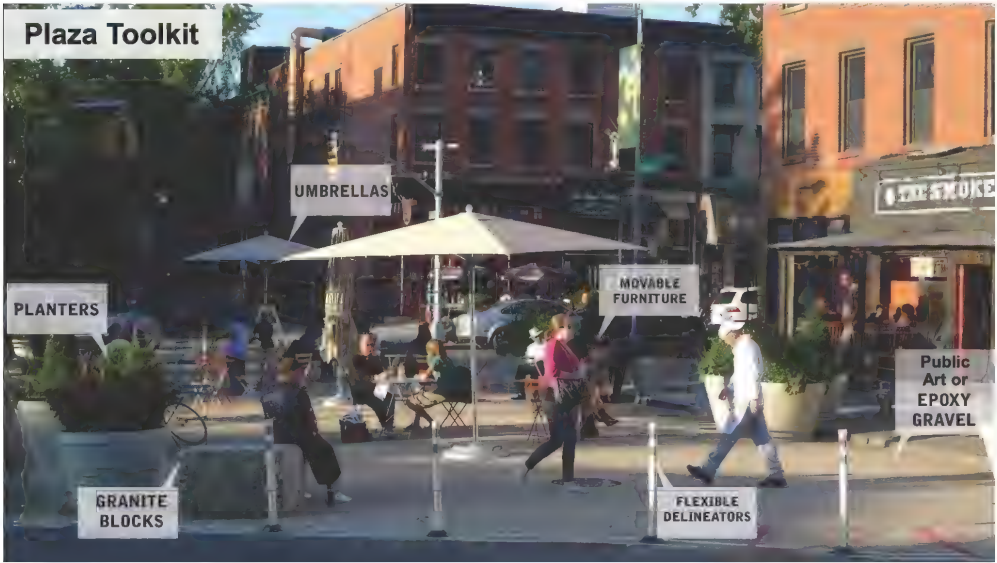
DRAFT RENDERINGS



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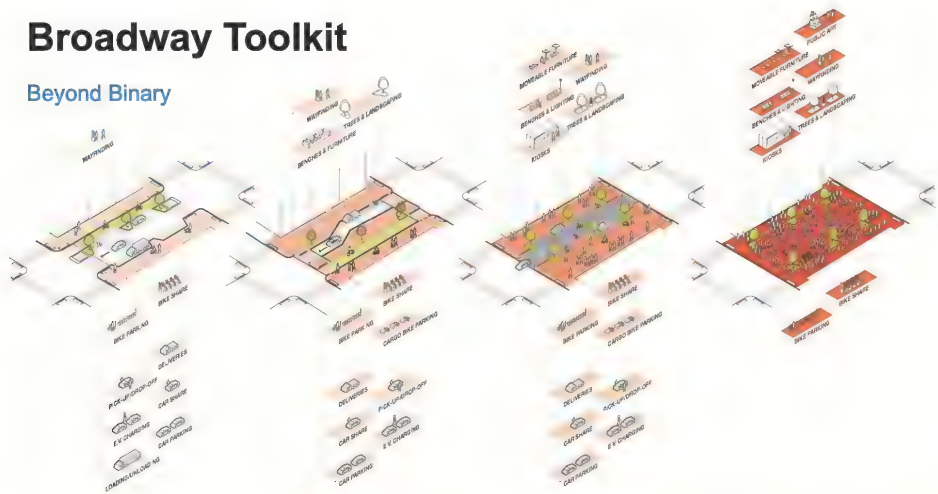
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NYC DOT



Broadway Toolkit

Beyond Binary



4

Avenue B Open Street

Initial Concepts

Goals:

- Create pedestrian and bike priority spaces that build on the success of Open Streets
- Foster a vibrant public realm that strengthen community ties

Clark Street

- Narrow roadway and shorten crossing distances
- Slow vehicular traffic and improve visibility for drivers and pedestrians
- Opportunities for plantings, street furniture elements, and other public space amenities
- Explore adding on all blocks of Avenue B

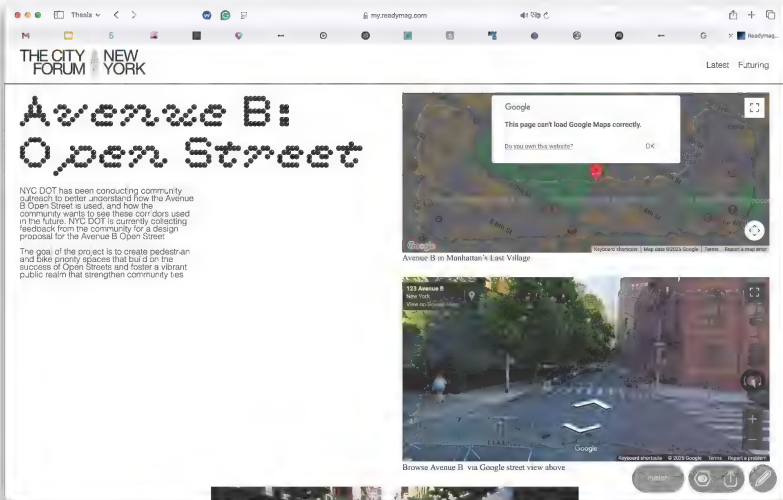
Plaza Street

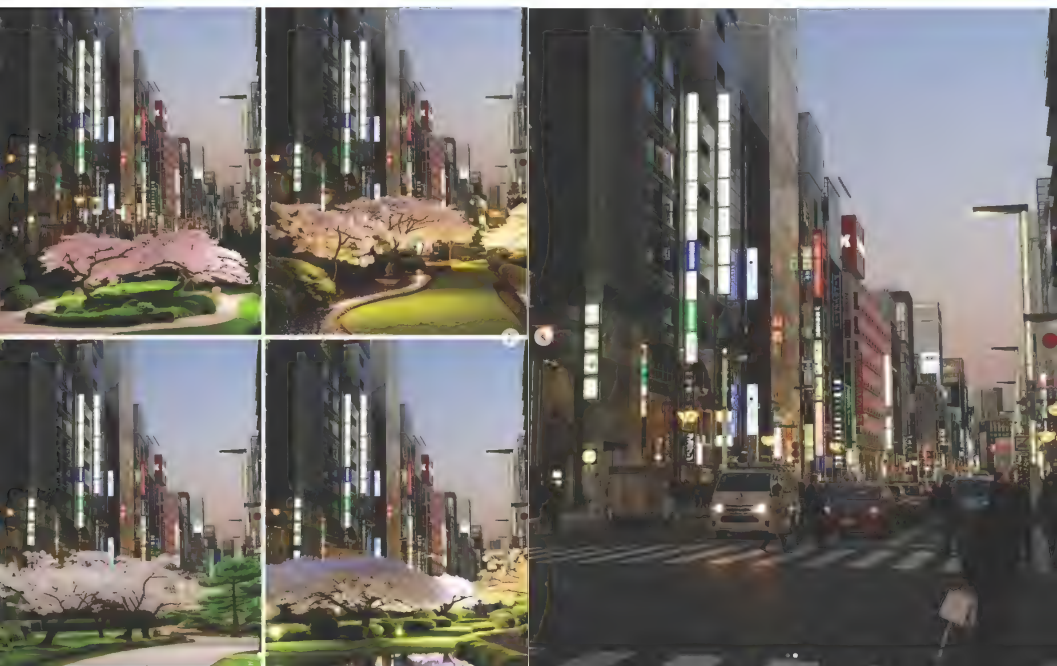
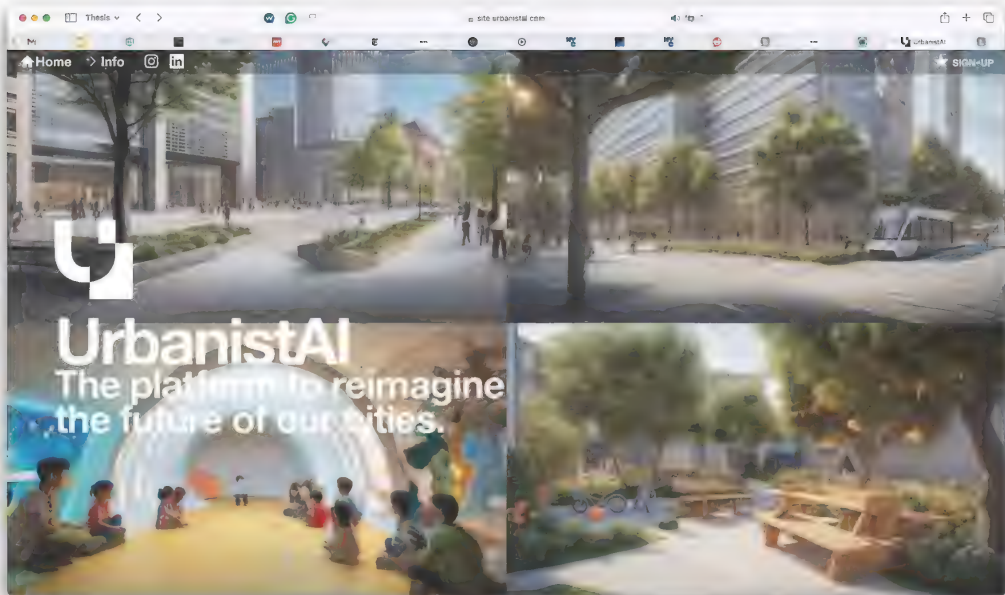
- Create pedestrian plaza between East 8th Street and East 9th Street
- Include movable furniture, greenery, and other public space amenities
- Create dedicated space for programming, markets, and more

Design for slow travel speeds

- Design for slow travel speeds and pedestrian/bike priority, while maintaining limited local access
- Include curb extensions, bike facilities, and other amenities

NEW YORK CITY
DOT
NYC
OpenStreets





<https://site.urbanistai.com/>



Where Good Ideas Come From

1 source

Steven Johnson's *Where Good Ideas Come From* explores the origins and development of innovative concepts. The book investigates patterns and environments that foster creativity. It analyzes different scales and contexts, drawing parallels between biological ecosystems, urban environments, and the Web. Johnson examines concepts like the "adjacent possible," "liquid networks," and the role of "slow hunches" in the innovation process. He argues that innovation often arises from unexpected connections, serendipity, and even errors. Ultimately, the book seeks to uncover the shared attributes of innovation systems.

 Save to note



 Add note

 Audio Overview

 Briefing doc

Start typing...

1 source



How do diverse environments, networks, or platforms foster the generation and e



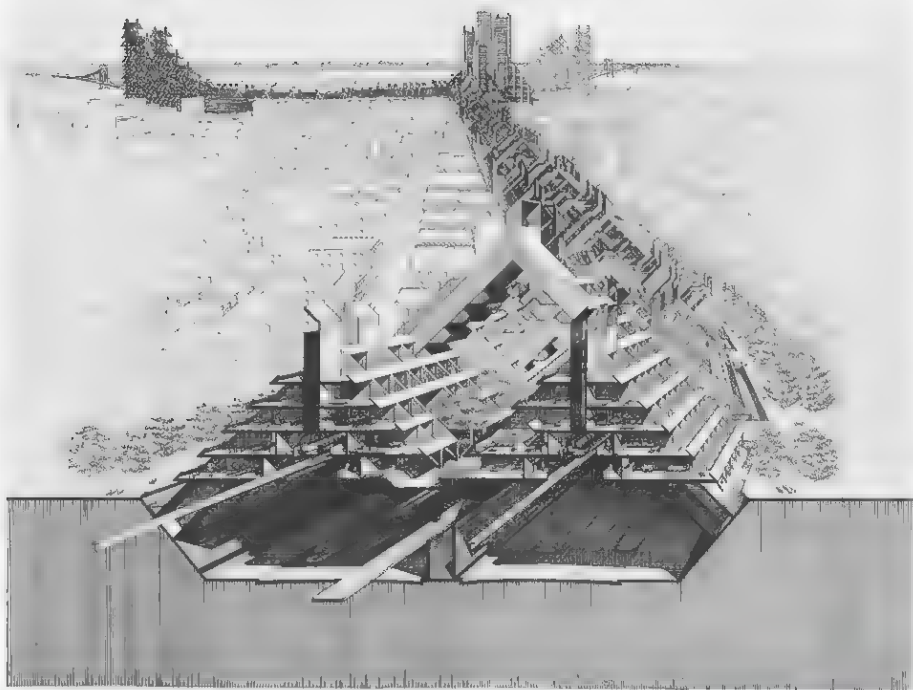
Current “Liquid Network” formal/ informal



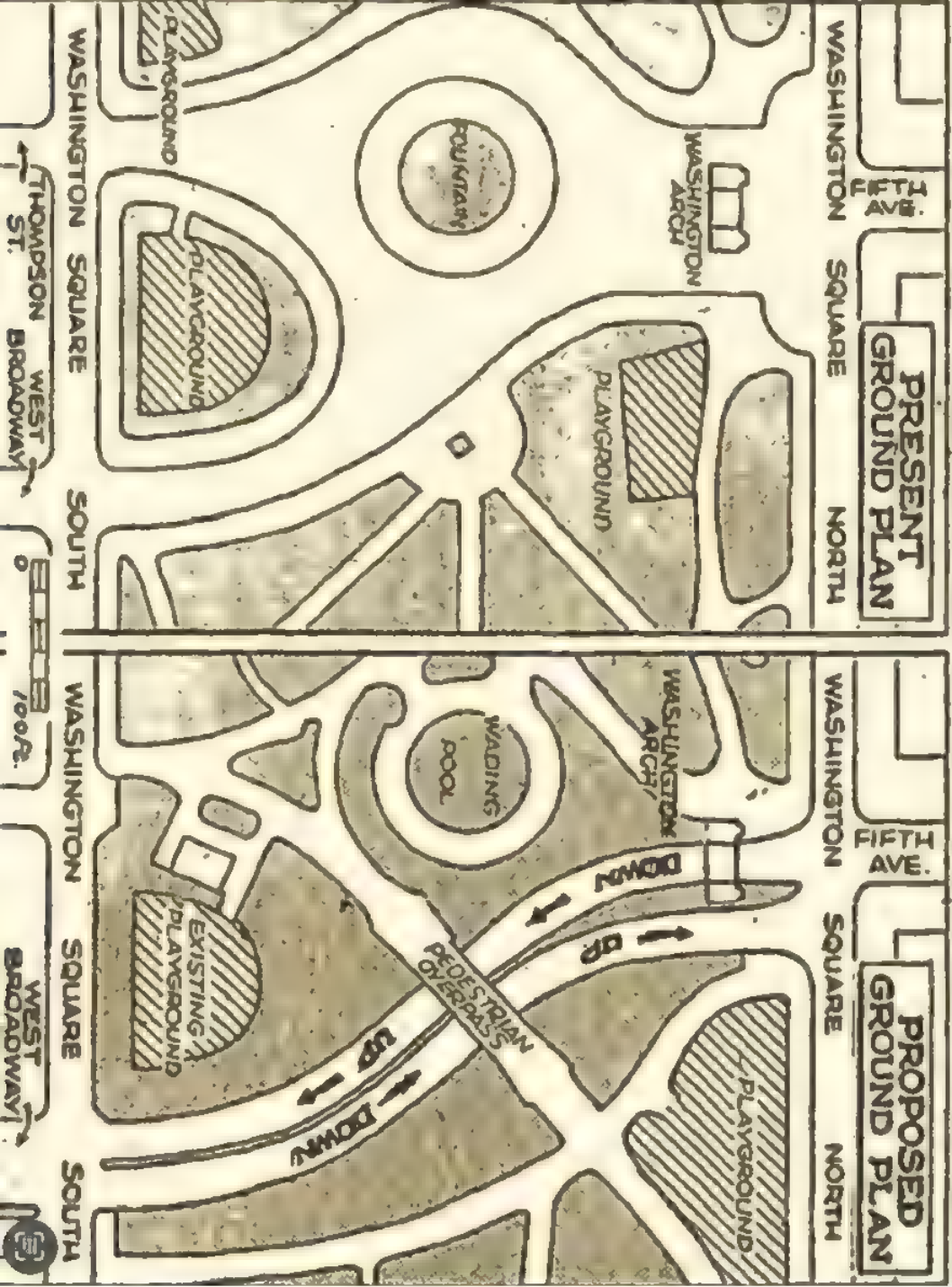
Washington Square Park, 2025



Financial District, New York City



Map showing proposed development of Lower Manhattan Expressway, New York City, circa 1967-72.



The 1950s plan for a Washington Square Highway by Robert Moses

*How can we
constantly scrutinize,
challenge and explore
the potential for
change to inform a
more inclusive,
equitable, and
sustainable future?*

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NewYork Now

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NewYork Now

Beautiful Urban Day

New York Now



NYNNow

PICK AN AREA YOU WANT
TO EXPLORE

SELECT



NYNNow

What is your perception on the area?

What personality would you give
this area?

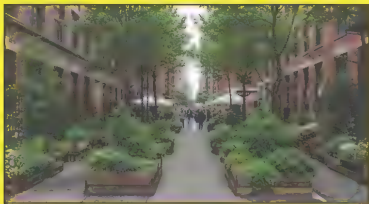


SUBMIT



SOHO

REIMAGINATION



SOHO | City Playground

Added
By
Occupation

9 days ago
Warit Bulbon
Student

Warit Bulbon
Designer | 25.02.2025

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Le Corbusier

Architect | 19.02.2025

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Donald Trump

US President | 25

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SUBMIT

YEAR BY YEAR OUR CITIES
GROW MORE COMPLEX AND LESS
FIT FOR LIVING. THE AGE OF
—REBUILDING IS HERE. WE MUST
—REMODEL OUR OLD CITIES AND
—BUILD NEW COMMUNITIES BETTER
—ADAPTED TO OUR NEEDS

The City, Louis Mumford

When designing, the way we represent configures our approach. A site map emphasizing foot traffic will produce a very different kind of building than one that stresses property lines. The line weight of a section cut can retain or reject the possibility of ground excavation.

Rendering is the most powerful representational tool at our disposal today. The photorealism of lit surfaces conveys increasingly precise architectural intentions. But our accurate representation of the surface of the world belies a rendering of the characters that inhabit it.

On Internet blogs, these inhabitants have been somewhat romantically termed "render ghosts"—individuals unwittingly cropped from their original photographs to live on at fifty percent opacity in a new imaginary setting. However, these figures are problematic. Milling around the universe of architectural renders, they rarely, if ever, reflect the reality of the places they represent. In the world of the render, the individual's engagement with the city is limited to shopping, drinking coffee, pushing prams or business deals. Well-dressed, smiling people drift by, like ghosts, devoid of any real life.

Perhaps this passive metropolitan consumerism genuinely is the context for some projects. But we are not designing for this generic audience all the time. If we only populate our renders with hapless shoppers, we will end up only being able to design for them.

In real cities mothers drop litter, people argue over parking spaces, men check Grindr. Real cities are cacophonous,



contested and their inhabitants dexterous—all this needs to go into the render

It is the architect's role to interrogate, re-imagine, even subvert the forms and processes of the contemporary city and its institutions. We can do this only by through careful representation of what is already there and what is proposed. Accurate representation that extends beyond the surface texture. All too often, in populating our "realistic" renders, we edit out much of its human reality.

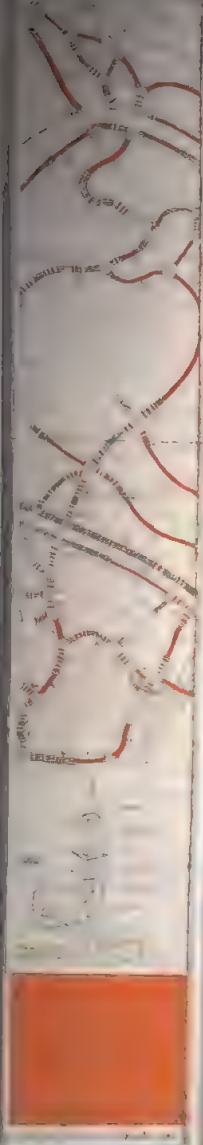
Of course we must accept that there are limits to the human accuracy possible in the inevitably rapid production process of these renders (and pity the late nights spent cropping by interns). But in their powerful and growing role in architectural design and representation, every constituent of their reality merits careful attention.



Unrealized Project by Christo and Jeanne Claude

The Gable roof for central area
 1. 100' x 100' x 100' - 100' x 100' x 100'
 2. 100' x 100' x 100' - 100' x 100' x 100'

Plan of the roof for central area
 1. 100' x 100' x 100' - 100' x 100' x 100'
 2. 100' x 100' x 100' - 100' x 100' x 100'



Unrealized Project by Christo and Jeanne Claude



Performance at Luna Luna. Interesting ways of world building/ travel back in time

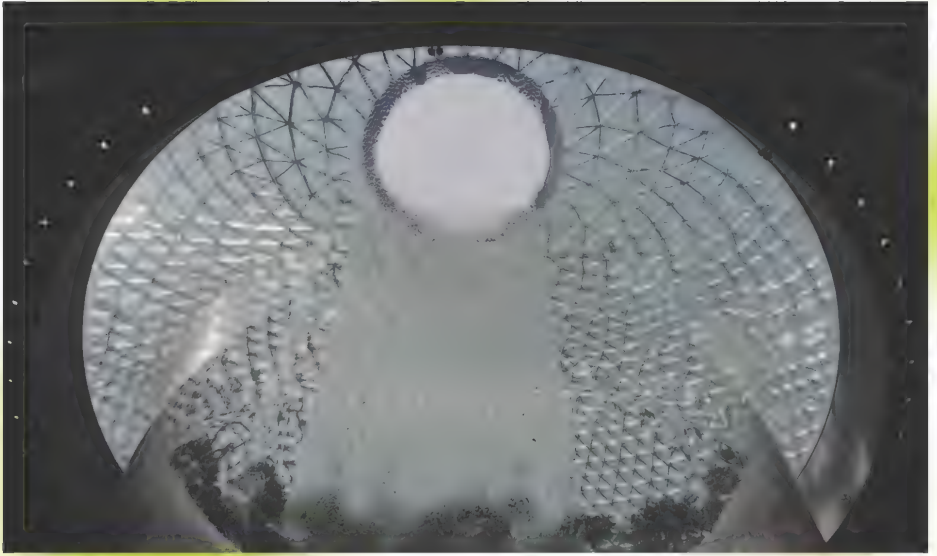


MIERLE LADERMAN UKELES

SANITATION CELEBRATIONS
NEW YORK CITY, 1983



For her “Touch Sanitation Performance,” the artist Mierle Laderman Ukeles, center, spent a year visiting each of the New York Department of Sanitation’s districts to shake the hand of every one of the 8,500 workers who would accept the gesture.



Chen Zhen, Field documentation, Jiebei Cheng Airport Waterfall, Singapore, 2024. Courtesy the artist.

Storefront for Art and Architecture

97 Kenmare Street, New York, NY 10012

HOW MUCH WATER IS ONE HANDREATH OF WATER?

BY JINGRU (CYAN) CHENG AND CHEN ZHEN

Water is a complex and elusive subject, one that has fascinated humans for centuries. It is a resource that is essential for life, yet one that is often taken for granted. In this essay, we explore the concept of "one handreath of water" and its significance in various contexts. We begin by examining the physical properties of water and its role in the environment. We then delve into the cultural and historical significance of water, particularly in relation to the concept of "handreath." Finally, we discuss the challenges of water scarcity and the importance of sustainable water management practices.

The concept of "one handreath of water" is a metaphorical expression that refers to a small, measurable amount of water. It is a term that has been used in various cultures and languages, often to describe a drop or a small stream. In Chinese, the term "handreath" (handreath) is derived from the character "手" (hand) and "reath" (reath), which together mean "a small amount" or "a drop." This term is often used in traditional Chinese medicine and philosophy to describe the flow of energy and the balance of the body.

In the context of water, "one handreath of water" can be interpreted as a small, measurable amount of water that is essential for life. It is a concept that is both simple and profound, one that reminds us of the importance of water in our lives. It is a concept that is both universal and specific, one that resonates with people from all cultures and backgrounds.

As we explore the concept of "one handreath of water," we are reminded of the fragility of our planet and the importance of protecting our water resources. We are reminded of the challenges of water scarcity and the need for sustainable water management practices. We are reminded of the power of water to sustain life and the importance of respecting the natural world.

In the end, "one handreath of water" is not just a small amount of water; it is a symbol of hope and resilience. It is a reminder that even the smallest amount of water can make a difference. It is a reminder that we have the power to protect our water resources and ensure a sustainable future for all.

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SWAMP LANDS

HOW MUCH WATER IS ONE HANDREATH OF WATER?

BY JINGRU (CYAN) CHENG AND CHEN ZHEN

JAN 25 - APR 19, 2025

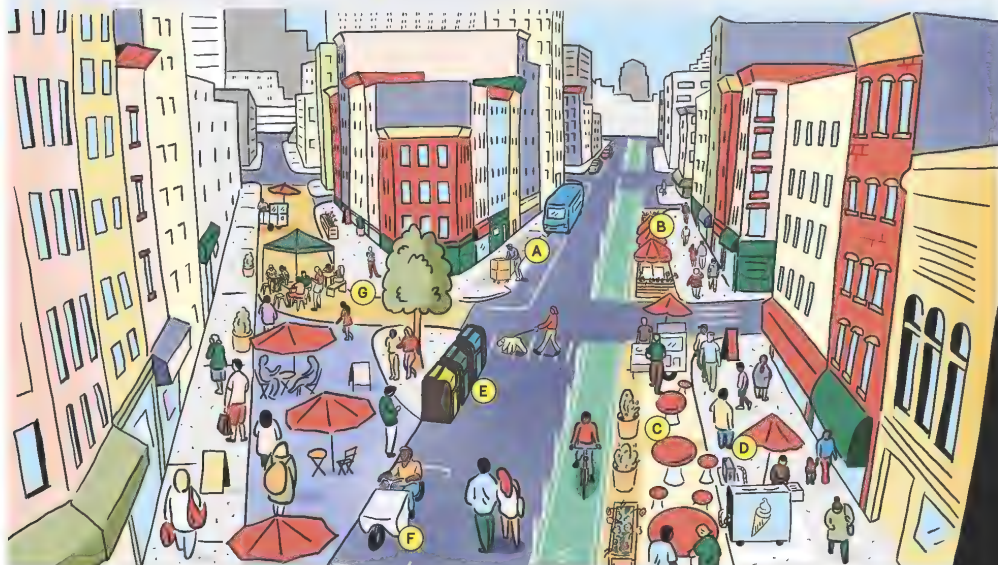
Streets Ahead

Five Routes to a Thriving City

Streets for Commerce

WHAT IF OUR STREETS INCLUDED...

- A** Smart loading zones in the curb and sidewalk that are flexible to adapt their use based on the time of day
- B** Vibrant outdoor dining that enlivens the neighborhood
- C** Clearly sited space for street vendors and their customers
- D** Connections to shared power and storage for micro-businesses and street programmers
- E** Beautiful, clean waste containers that store commercial and consumer waste underground
- F** Dedicated space for last-mile delivery bikes and micro-distribution vehicles
- G** Thriving public spaces like plazas and Open Streets for pedestrians to shop, gather, and rest



What does it mean to develop city in the 21st century?

What tools can be implemented to today's technology? How are we doing it differently from people from Babylon?

How to activate people's ideas and thoughts?

Activate potential possibilities...

Amplify weak signal...

City Metamorphosis

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Metromorphosis

Participatory Performance Art Film

Metromorphosis is a participatory performance art film where it speculates on the future urban life of New York City. The project is a time-based AI-generated film where one week in real life represents one year of the speculation. On the website, the audience will be able to engage in the process of world building by interacting and contributing to the project. The film of the city will transform based on how people interact with the work.

City is the most honest reflection of its inhabitants. City is a highly complex organism where millions of ideas, desires, and dreams collide. It represents history, the present, and the future. Every single decision in the past very much informs the built environment we are living in today. There could be a million ideas from a million people about how we want the future of the city to be, but the truth is, there is only one possible reality.

In this participatory performance project, I invite people to think about the city they envision. To engage with the work and be part of the project, similar to how we would engage in the development of a city, whether we are conscious about it or not.



Public Realm



Built Environment



Transportation

Methodology

